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# elite

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Tony Cottee bubbles over

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### ED'S BIT

Put the flags out, uncurl the bubbly, happy days are here again — with a rush of great new Commodore software. After a shakier start to the year with no really brilliant games coming out, suddenly everything has changed — with no less than five Screen Stars in this issue. We nearly had a Super Star on our hands in the shape of California Games — the epic Epyx title just missing our premiere accolade. With the big Christmas launches yet to come it could be a vintage year for Commodore games.

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The Living Daylights



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# KNIGHTS



# BUZZ



## AMIGA LEVIATHAN

We hear from those nice folk at English Software that we'll soon be seeing their Amiga version of that Zaxxonish shoot 'em up, *Leviathan*. With its left and right diagonally scrolling planetscapes, its stirring digitized music and sound effects and its striking graphic landscapes now captured on 512K's worth, it certainly looks like this high-quality space-age blast-or-be-blasted will be one for Amiga-owners to look out for. Doubting Thomases can see Amiga *Leviathan* previewed on video on the US Gold stand at the PCW Show.



## THUNDERCATS

*Thundercats*, as no doubt you all know, already feature on TV, in a Marvel comic and on the shelves of your local toy store, so it didn't take a genius to work out that sooner or later some bright young software house would put them onto the 64. That bright young software house is Elite. The story is that the source from which the Thundercats derive their power the Eye of Thunder, has gone missing from its usual home in Sword of Omens. And, as if that wasn't enough, the Thundercats themselves have all gone AWOL too. All that is except you, their leader Lion-o. This shooting-swordfighting-'n' searching game has been described to us as a cross between *Impossible Mission*, *Tir-Ne-Nag* and *Ghosts and Goblins*. Thundercats Ho! So there

## RED L.E.D.

In *Red L.E.D.*, from Artisoft, your mission is to cross a grid by filling in a path, in the style of the T.V. quiz show, *Blockbusters*. But instead of having to answer questions to fill in your squares, you've got to fight for 'em. 'You'. In *Red L.E.D.* are any one of three cuddly Beetle Droids. Each square represents a disembodied landscape floating in outer space, and you've got to collect all the energy pods on each landscape and find the exit in order to "fill in" the square, using whichever of your three droid personas has the most useful characteristics for that landscape's terrain. You've also got plenty of nasties trying to prevent you from doing your task, and there's always the chance you'll absent-mindedly fall off the edge of a landscape into the bottomless abyss. You've got just 60 minutes to battle your way across the screen, and every time you're hit, your time is cut. Good luck Jim, as they say.



## HOW TO BE A COMPLETE BASTARD

Yes, it's another wacky game from that utter utter software house, Virgin. *How To Be A Complete Bastard* is, of course, based upon the book of the same name, written by one Adrian Edmondson, better known to the great unwashed as Vyvian, the destructive psycho-punk with studs in his forehead and appalling table manners in *The Young Ones*. *HTBACB* finds Ade gatacrashing a yuppie party and immediately setting about making life really nasty for as many of the designer guests as he can. The object is to incapacitate every single guest to score millions of Bastard points and to light up every letter in the phrase COMPLETE BASTARD by carrying out as many socially unacceptable activities as he can conjure up in his miniscule brain.





## SUPER SPRINT

Cashing in on Mansell madness, Activision have just announced that they'll be releasing the 64 conversion of the arcade hit, *Super Sprint* towards the end of this month. With one or two player options, you can either race against a mate or against the computer on eight different courses. There are opening and closing gates to be negotiated, ramps to be jumped, oil spills to be avoided and golden wrenches to be acquired as you speed around the track (these may be traded in for enhancements to your silver dream machine). You'll even face the occasional tornado on your road to fame, fortune, laurel wreaths and a nice big bottle of bubbly. Now, what could be nicer?

## IVANHOE

Listen 'ere, you ignorant lot: it's about time you got in a bit of culture, see? So we've decided to draw your attention to *Ivanhoe*. No, no, you fools, not the book (we presume that even you will have at some point cast your beady peepers over a copy of Sir Walter Scott's great medieval romance). No, what we're referring to is *Ivanhoe*—the Computer Novel (that's posh talk for "adventure game", we fink), the latest release in a series from Action software. You'll wander from tourneys (that's hip mediaeval speak for a joust) to the crusades, stopping off at places like the mighty castle of Torquilstone (home of Front-de-boeuf, you clots, the bloke who kidnapped Rebecca, daughter of one of Ivanhoe's closest mates). You'll maybe even drop into Sherwood Forest, where, who knows, you might encounter a Merry Man or two. Now if *this* doesn't broaden your minds



## QUEDEX

This latest offering from ace shoot 'em up programmer Stavros Fasoulas is notable for a couple of reasons. For one thing, it's not a shoot 'em up, but a multi-puzzle maze-style game: you've got nine levels, with different kinds of mazes to negotiate and different challenges and, just for a change, you the player can choose which section you wish to play rather than being slavishly tied to the order of play. And for another, *Quedex* will be young Mr Fasoulas' last game, at least for a long time. Being a Finn, you see, ol' Stev is obliged to do a period of service in the armed forces, and his number's just come up, so it's drop the flow-chart and catch the next plane home for him. Apparently, he's not sure whether he'll go back into games programming when he's finished his national service, so this could be your last chance...



## EVENING STAR

Steaming in the wake of their critically-acclaimed *Southern Belle*, Hewson's second, and latest, steam train simulation *Evening Star* will bring C64-owning train-spotters along the route of the old Somerset and Dorset Line. Your mission? Simply to bring

your train, pulled by the last of the British-Rail built steam locomotives, from Bath to Bournemouth. A doddle to all you CU hotshots, used to destroying entire races of aliens before breakfast, right? Wrong: driving a steam engine is no joke, especially when you're talking about the hilly track over the Mendips that you've got to negotiate. There are five skill levels in this simulation, and literally hundreds of things to mess up. A must for all would-be Ivor-the-engine-drivers.

# BUZZ



# BUZZ

## OLYMPIA GAMES

Yes, yes, it's that time of year again, when everybody who's anybody, and many who are nobody, converge upon Olympia, London, for the Personal Computer World Show.

Between Wednesday September 23rd and Sunday September 27th is when it's all happening: the first two days are for the trade only, but from Friday 25th onwards, it's open to all.

All the big names in software will be there, vying with one another for your attention and spotlights with better stands and more games on show than ever before.

Commodore will be occupying an entire "village" within the hall, in the ground floor Addison Suite. Among many other exhibits of interest, you'll be able to enjoy a special exhibition of the history of Commodore Machines. Another innovation on show which is bound to attract a lot of attention will be touch-sensitive

And you just know that we'll be there!!!



screens, which dispense with the need for a keyboard in the playing of many games.

Among the games that Gremlin will be featuring on their two-storey stand will be their Walt Disney licence, *Basil The Great Mouse Detective*, and we're told that Basil and his arch-rival Rattigan will be there in the fur! Other interesting-looking exhibits will be *Alternative Games*, *Masters of the Universe* (not to be confused with US Gold's one) and *Compendium*, and apparently Gremlin's very own mascot, a walking, talking, living and very ugly green gremlin will be present also.

Meanwhile, over at the Mastertronic stand, the major attraction will be the appearance of the US National Video Game Team, who will be taking on a British team — which includes our very own Daniel Gilbert and Ferdie Hamilton — on as-yet-unreleased arcade games developed by Mastertronic's recently-established coin-op branch, *Arcadia*.

Firebird's stand will feature both the original arcade versions and the conversions of their two recently-acquired licences, *Bubble Bobble* and *Flying Shark*, and there'll also be a lot of people milling around for a rumoured showing of *Star Trek*.

Ocean will have an array of arcade machines on show, representing their recently-acquired licences for *Renegade*, *Rastan Saga*, *Combat School*, *Gyrozor* and *Athena*, and hopes to be showing the conversions too. They're also intending to be previewing the eagerly-awaited film licence, *Platoon*.

Activision's major products will include *Predator* (based on the Arnold Schwarzenger

movie) and their conversion of the wacky coin-op, *Rampage*. Also viewable on their stand will be *System 3's* follow-up to *The Last Ninja*, *Bangkok Knights*, which is a Thai boxing sim. And Activision's sister label *Electric Dreams* will no doubt be pulling

Roy — will he be there?



the crowds over too with previews of arcade licences like *Super Sprint*, *Super Hang-On* and *Firetrap*.

Microprose's stand will feature the talents and wit of their boss, "Wild" Bill Stealey, and they'll be demonstrating their sims on an amazing hydraulically-controlled flight simulator.

US Gold will be there too, and no doubt will be pulling the crowds with their *Epyx* products. The publicity department were being a wee bit coy when we asked, but we understand that there's a strong likelihood that *Out Run* and *720°* coin-ops will be on display.

*Piranha* will be showing off *Roy of the Rovers*, *Yogi and Through the Trapdoor*, and hint that Roy, Yogi and the redoubtable Berk may be there in person (bear? thing?).

And Domark will be publicising their "Not a Penny More, Not a Penny Less" with a personal visit by "Poer" Jeffrey Archer himself.

Among the hundreds of other companies in attendance will be Elite, Konami, Hewson, Electronic Arts, ANCO, Digital Integration, Mirrorsoft, Palace, Incentive Software and Durrell.

And, of course, no visit to PCW would be complete without experiencing the cosmic brilliance of the fantabulous *Commodore User* stand, featuring free coin-ops, live music, hundreds of surprise guests and even, if you're really lucky, a rap with the CU Crew themselves.

Be there, as they say, or be eternally regretful.



## Prepare for Combat

Aaaah so. Continuing their recent policy of grabbing top coin licenses within minutes of their appearance in the Arcades, Ocean have signed up copyrights to two more arcade smashers.

*Gyrozor* and the most fancied *Combat School*. *Gyrozor* is a traditional arcade hack, maim and slaughter game with wacked graphics and an amazing funky soundtrack which is only spoiled by the rather loud sound FX which deafen the games player. The rough plot to *Gyrozor* is grab a decent weapon with your hyper-fit arm which can almost break the sound barrier as it swings through 360°. Pumping the laser equivalent of one of Nick Kelly's shirts, you have to blast your way through several technoramic landscapes, the only thing driving you onwards being the thought of a ginormously large 90% death-proof computer at the end of it all. Good fun, eh? The second title is *Combat School* (as recently played by Euga Lacey and Marlon's Mark Kelly) the green beret version of *Deathlion*, with you guiding your super tough marine through various assault courses and other trials, in the pursuit of excellence.

These titles will be released in time for Christmas, but, as most experienced gamers already know, never trust a release date. Those who can't wait will have a chance to try the original coin-ops out on Ocean's PCW Show stand.





With the advent of the Amiga's extraordinary sound reproduction capabilities, the hackers have been having a field day. Word had already reached us of superb mixes of toons by such worthies (?) as Dire Straits ("Money for Nothing") and Queen ("It's A Kind of Magic") cropping up on Amiga demo discs, with some suitably tasty screens thrown in. But what really made us realise that a new wave of ultra-trendy hip-hackers were beavering away out there was when a grabby but perfectly formed demo of Run-DMC's pervicious Aerosmith outtake "Walk This Way" fell into our hands. We loaded it up and — PHEW!!! — we were treated to an incredible digitised re-mix of said hip-hop anthem stripped-down, sharpened up and utterly irresistible. No more excuses, you sofite softwares houses, we know it can be done. So which of you is going to be first with a truly crucial Amiga rap-soundtrack???

## Amiga offer

This is dedicated to all you out there who've ever dreamed of owning an Amiga, and the monitor to go with it.

Commodore have announced the next step in the war against Jack Tramei's Atari 520 and 1040 Sts. They're slashing an amazing hundred quid off the Amiga, plus a similar reduction off the A1061 colour monitor giving you the total package at two hundred soles less than the official asking price — an attractive offer don't you agree?

If you're a registered Commodore owner you should be receiving two vouchers for a hundred quid, one for the machine, the other for the monitor, through the post shortly. But you'll have to get the dosh together pretty quickly — the offer closes September 12th.



**Musical Software:** HMV, one of the first stores to challenge the superiority of the Virgin Mega-Stores in Oxford Street, are now dishing out a real kick in the goodies for Brenson and Co by opening a new software department on the first floor of their Hi-Tech Oxford Street branch. Among other things they will be catering for extreme tastes, stretching even to those who own IBM PC compatibles.



**Tweet, Tweet:** Firstbird are preparing an all out assault on the budget market once more by introducing a host of new re-releases to add to their already large Silver range. These releases include: *Decathlon*, *Zenji*, *River Raid* and *Rainbow Dragon*. All are retailing for £1.99.



**Heavily graphic horror:** In CRL's latest game, *Book of the Dead*, you play the part of a young Egyptian godling called Kheth. But your daddy murders Osiris the head honcho of the gods, and gets caught, charged, convicted, and subsequently thrown out of heaven. Yes, being his son, you have to carry the burden of his guilt. So, you have to set about finding the 'Book of the Dead' so you can die and get back to heaven. Erm, sounds right. *Book of the Dead* will cost £8.95 on tape.



**Hacker hacked:** Those of you with a taste for the art of the possible (that's politics to you down the back row) will be thrilled to hear that Mosaic Publishing (the same crowd that brought you *The Secret Diary Of Adrian Mole*) has decided to bring out a game based on the antics of Jim Hacker, MP, and his faithful, if devious acolytes Sir Humphrey and Bernard, in the brilliant comedy TV show, *Yes, Prime Minister*. Can you, the hapless PM, steer the leaky ship of state through a turbulent week in Westminster? Find out in October.

# BUZZ



## Domarcher

*"As the train gathered speed he tried his opening gambit, which was quite good by his normal standards: 'What a super picture on the front of Vogue taken by my old friend Patrick Lichfield.'"*

What an ace way to get the attention of a demure stranger with whom you happen to be shanning a train carriage! And what a tremendously scintillating prose style! And what the heck is this stuff doing in Buzz?

Well, it just so happens that we found a hefty package on our desk

the very morning that Rich-Man-Poor-Man-Rich-Man Jeffrey Archer was anxiously awaiting the verdict of the jury in his scandal-filled libel action against the Daily Star.

"In the News Today", began the covering letter brightly. "JEFFREY ARCHER. By now you should have heard the verdict!" Phew! we said, this is stirring stuff first thing in the morning from those publicity-conscious Domark folk, but why are they telling us all this? The awful truth slowly dawned: they're bringing out a Jeffrey Archer game! And that heavy

package that comes with the press release isn't an enormous chocolate bribe. It's one of His Notoriousness' books!

Yes, Domark and Poor Jeffrey have got together to bring you, the great game-playing public, a "graphic adventure" based on our Jeff's first ever novel, "Not A Penny More, Not A Penny Less", and to promote it they've been dispensing copies of this best-selling paperback to all and sundry, including even us.

Apparently, you will find yourself "living the role of Stephen Bradley the Oxford Maths don who has lost a small fortune by investing in a fraudulent of company" as the said Stephen sets out to get his own back on the multi-millionaire crook who swindled him.

Older readers may recall that "Not A Penny More, Not A Penny Less" (the book) was written when the former chairman of the Conservative Party was a bankrupt business man, and was largely inspired not by artistic considerations so much as Mr Archer's desire to raise a large amount of dosh in a hurry. Of course, you should not take seriously the cruel suggestions of that hardened cynic, Mike "Rabid Pinko" Patten that "NAPM, NAPL" (the game) might owe its existence to any such base or capitalistic motives. We're sure it will be an absolutely wunnerful game, and can hardly wait for its release this Autumn. (yaurghhh!)

## READERS COIN-OP CHART

1. **OUT RUN**
2. **INDIANA JONES AND THE TEMPLE OF DOOM**
3. **ROAD RUNNER**
4. **RENEGADE**
5. **DOUBLE DRAGON**

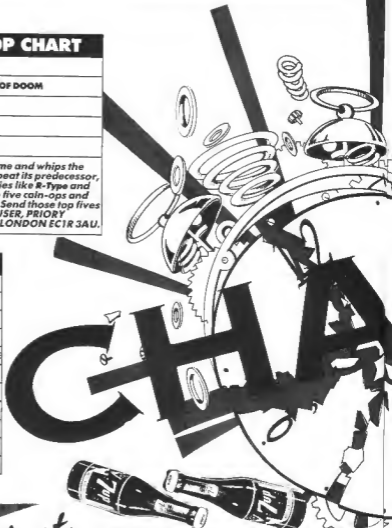
*Out Run* continues to live up to its name and whips the competition. But will *Double Dragon* beat its predecessor, *Renegade*? And what about fab newies like *R-Type* and *APB*? Write and tell us what your top five coin-ops are and you could walk away with a T-shirt. Send those top fives to **COIN-OP CHART, COMMODORE USER, PRIORITY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU.**

## ADVENTURE CHART

TM	LM		
1	NE	DEFENDER OF THE CROWN	MIRRORSOFT
2	1	KILLED UNTIL DEAD	US GOLD
3	NE	STAR WRECK	ALTERNATIVE
4	4	SHADOWS OF MORDOR	MELBOURNE HOUSE
5	NE	GUILD OF THIEVES	RAINBIRD
6	5	MASTERS OF THE UNIVERSE	US GOLD
7	3	FRANKENSTEIN	ORL
8	2	PORTAL	ACTIVISION
9	8	XOBYASHI	MASTERTRONIC
10	NE	ALTERNATIVE REALITY	DATASOFT/US GOLD

## Chart Chat

No prizes for guessing that *The Last Ninja* is still firmly ensconced on top of the C64 charts. It could stay there longer than *Mull of Kintyre*! Two new entries *World Class Leaderboard* peaking at number two despite being the fourth in the line (with *Executive* still at 17). *Talking about thrashing a dead horse with a putter*. *Road Runner* goes streaking in at number three despite the ACME loading system. *Cheaps* keep up their end with *Kik Start 2* and *I Ball* selling well and *Park Patrol* just staying in there after three months. Another long server is the full priced *Gunship*. On the new side it's good to see *Defender of the Crown* selling well. *Head over Heels* is tumbling up the charts as well. Saddy the C16 chart is looking static and stale as ever and probably will do until Christmas when word has it the companies will make their last effort before ditching the machine completely. Look out soon for the first Amiga chart in the magazine world!



## TOP TEN WORST FIZZY DRINKS

Voted the most gut-wrenching, stomach dissolving, wind-inducing, teeth-rattling, brain numbing, uncool fizzing by the CU team.

1. **Dr. Peppers** (10 day old cake).
2. **Cream Soda** (any brand of all).
3. **Vimto** (anagram of vomit).
4. **Quattro** (bad enough without the awful green bottles).
5. **New recipe Coca-Cola** (no longer the *real* thing).
6. **Cherry Pepsi** (Coke matured over beechwood).
7. **Tizer** (Australians wouldn't give ZZZs for it).
8. **Lilt** (burns the roof of your mouth green).
9. **Cariba** (10 day old Lilt).
10. **Kaliber** (it is a joke).

# SPORTS

## C16 CHART

TM	LM	
1	1	PAPERBOY ELITE
2	2	SABOTEUR ALTERNATIVE
3	3	GUN LAW MASTERTRONIC
4	4	FOUR GREAT GAMES MICRO VALUE
5	NE	YADUUM MASTERTRONIC
6	5	CWNN MASTERTRONIC
7	NE	BATTLE ADDICTIVE
8	6	FOOTBALL MANAGER AMCO
9	7	TERRA NOVA
10	RE	KOHAMI'S COIN-OP HITS IMAGINE

## C64 CHART

TM	LM	
1	1	LAST NINJA SYSTEM 3
2	NE	WORLD CLASS LEADERBOARD ACCESS/US GOLD
3	NE	ROAD RUNNER US GOLD
4	10	KIK START 2 MASTERTRONIC
5	5	I BALL FIREBIRD
6	2	BARBARIAN PALACE
7	3	MILK RACE MASTERTRONIC
8	6	BMX SIMULATOR CODE MASTERS
9	NE	RUN FOR GOLD ADDICTIVE
10	9	FOOTBALL MANAGER OCEAN
11	4	WIZBALL MIRRORSOFT
12	NE	DEFENDER OF THE CROWN OCEAN
13	NE	HEAD OVER HEELS MICRO VALUE
14	7	FOUR GREAT GAMES MICROPROSE
15	11	GUNSHIP FIREBIRD
16	NE	U.F.O. ACCESS/US GOLD
17	8	EXECUTIVE LEADERBOARD MASTERTRONIC
18	20	LA SWAT FIREBIRD
19	15	MICRO RHYTHM FIREBIRD
20	16	PARK PATROL

## REVIEWERS CHOICE

What games have been thrilling us for the last four weeks? The CU reviewers name their hottest plays:

**EUGENE LACEY:** Road Runner, Mega Apocalypse, Bubble Bobble.

**NICK KELLY:** California Games, APS, Heavy Metal Meltdown (pinball).

**MIKE PATTENDEN:** California Games, Bubble Bobble, Monte Carlo (pinball).

**FRANCIS JAGO:** Karate Kid II, Winter Games, World Games.

**FERDY HAMILTON:** Star Paws, Bubble Bobble, California Games.

**MARK PATTERSON:** Barbarian I (Pygnosis Amiga), Defender of the Crown, Gryzor.

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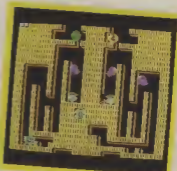
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C64/128  
Firebird  
Price: £

# Bubble Bobble

Looks like a mine. 'Cept these minors don't strike.



C.U. Screen Star



Love conquers all.

hippopotami and disgusting looking purple fish which populates the platforms in the game into more acceptable fare. Bonuses pop up of all shapes and sizes. Umbrellas take you on several screens, running shoes speed up your movement, water droplets can be burst washing away nasties, crosses can be touched to flood the screen and bits of lightning can be burst killing everything like a smart bomb. Failure to dodge a meemie results in extinction.

It's very simple and immense fun to play. All that was needed was a software company not to cock it up in converting it. Firebird have succeeded in doing that with ease and turned in a game just as playable as its coin op mentor.

As with any two player game working with a friend is added fun, helping each other out and then stealing the bonuses.

Bubble Bobble has me foaming at the mouth, but it's not an adverse reaction, I'm just bursting with enthusiasm.

Mike Pattenden

Despite being stabbed in the back by the Irish element in the office whilst on holiday and having a rail of Firebird whining about my review I am delighted as an upright journalist to review Bubble Bobble fairly despite losing my integrity questioned and should blades pierced. I'm that kind of guy.

What better way to restore my cool than the therapeutic enjoyment of playing a game that should be used to weed addicts off heroin. If only it wasn't so scalp mutably frustrating.

Bubble Bobble is what I'd call an old style arcade game. By that I mean that it doesn't rely on state-of-the-art anything. The graphics are unepetacular and so is the sound.



To boldly bubble where no dragons have bubbled before!

BB stakes its reputation on mouth watering playability.

You control of a cutesome little brontosaurus who seems to have swallowed a box of Omo. He goes round blowing bubbles like a diehard, lifelong attendee at Upton Park.

But it's no easy life for Bromty just

standing around hurling abuse on the terraces. You need to fill your ever emptying stomach and being something of a trendy filoflex carrying dinosaur you are a vegetarian. Meat is just not on. A diet of fruit, cakes and ice creams is necessary. To do this you have to turn the rampaging ghosts' inedible



C.U. Screen Star

Graphics	1 2 3 4 5 6 7 8 9 10
Sound	1 2 3 4 5 6 7 8 9 10
Toughness	1 2 3 4 5 6 7 8 9 10
Endurance	1 2 3 4 5 6 7 8 9 10
Value	1 2 3 4 5 6 7 8 9 10

8 Overall



A breakdown of the planets which attack you.



Blast the planets whilst they're small.

# MEGA APOCALYPSE

**Martech**  
64/128  
Price:  
**£3.95**  
(Cass)

A whizz of fast load makes my disk drive whirr as I sip my coffee and wonder if Mega Apocalypse is going to be as mega as the mutterings on the grapevine suggest.

I nearly fall off my seat when a title screen comes up for all the world like Crazy Comets and a most Paperboy-like voice shouts "get ready".

I'm ready and start to blast away at the aliens that buzz my spearhead ship quicker than Mike Pattenders can say "mine's a pint" where he spoils a fellow reviewer at the bar in the City Pride.

The very obvious and immediate similarities to Crazy Comets (just out as a cheapo on the Ficochet label) soon fade as "Game Over" flashes on the screen seconds after "start"—and before even reaching stage two.

When I say fast I mean like lightning. The nasties come in in yo-yo ship in clusters as a background of swirling stars gives you the impression you are about to be sucked into a very sunny whirlpool.

These are going to be mixed reviews about Mega—initially

Graphics	1	2	3	4	5	6	7	8	9	10
Sound	1	2	3	4	5	6	7	8	9	10
Toughness	1	2	3	4	5	6	7	8	9	10
Endurance	1	2	3	4	5	6	7	8	9	10
Value	1	2	3	4	5	6	7	8	9	10

**8**  
Overall

because it appears like just an upgraded Crazy Comets. So much so that one CU reviewer who shall remain nameless commented: "I've heard of companies ripping off other companies' games before, but I've never heard of them ripping off their own" when he first saw the game. I decided to put this gripe to the

test right away and loaded Comets on a computer beside Mega. Believe me the similarities don't just end with the title screen, but Mega is at least ten times quicker, looks better, sounds better and is much harder to play.





Some levels have a mega planet.

# MEGA APOCALYPSE

The toughness is mainly due to the rotate function — a facility you will be initially loath to use because of its complexity but it is absolutely essential that you do it if you are to master this blaster. Basically picking up a 'Rotate Pod' enables

you to turn your ship through 360 by pressing fire and pushing the joystick in the direction in which you want the ship to face. Simultaneously, I know, but once you start dodging the aliens and rotating at the same time it is anything but

Spotting the Rotate Pod among the cluster of nasties also takes a bit of learning — as does identifying the Extra Life Ship and Special Missile Ship.

These facilities aside the rest is simple. Blast like mad and keep moving. The rest is down to speed of reactions — blasting and dodging at the same time, not separately. The only tip worth mentioning is to shoot the planets before they grow too large.

The Special Missiles are the key to blasting the big planets — or Mega Hothopians to give them their official titles. Once you pick up the missile it hovers in front of your ship — like the out-riding ships in *Salamander*. Wait for the right moment then lock it on to the planet and watch that missile eliminate that planet.

The game is crammed with play options. My favourite is the *Duel* Enemy option where you both take on the nasties. Sure, you team up to blast them but you are not that bothered if your 'partner' gets downed by the nasties either.

*Duel Allies* is where you genuinely team up to take on the *Mega Apocalypse* assortment of vicious planets.

You can also play solo which is just as much fun — and every bit as challenging.

The mutterings about *Mega Apocalypse* that I mentioned earlier were full of buzz words like "live channel sound", "distilled speech" and Rob Hubbard sound tracks.

Well I have to say that these aspects of the game are not what makes it for me.

There are 15 digitised phrases in the game — most of them not very clear at all. The exceptions are "get ready" and "you've been hit". All of these phrases and the sound effects have been "sampled", programmer Simon Nicol assures me. This is as may be but they are still fairly murky as far as I can hear.

The music is OK but hardly one of Hubbard's best — even though it is continuous as the game plays, and does not pause to allow the sound effects. You get both together.

You can't criticise a game for not living up to its hype too much. If you did that, just about every game ever launched would receive a universal



Mega flop — start again.

slagging. Anyway, there is a lot more to *Mega Apocalypse* than mere kills. What you have here is a shoot 'em up for the professional marksman. It lacks the sophistication of game design of, say, a *Zynaps* or a *Delta* — but for sheer frenetic blasting it hits the spot.

Eugene Lacey

With a word like Mega in the title Martech and CU thought we ought to get together to mark the launch of this game with a suitably mega prize. We are giving away a megafabulous Amiga A500 — the machine anyone would rush out and buy if they got a triple divvy on the pools.

With graphics and sound to blow you away this machine looks set to become the natural successor to the Commodore 64.

Now is your chance to get your hands on an Amiga for nowt.

All we want you to do is answer these simple questions about Martech games and then tell us in not more than fifty words what you think would make a good Martech game for the dream machine.

## MEGA-COMPO

### Questions

1. Buzz recently carried a story about a forthcoming Martech game (featuring a famous 2000AD comic strip hero. Who is he?)
2. Martech's acclaimed judo game was called (a) Ouch Get Off My Foot (b) Tokyo Shuffle or (c) Uchi Mata.
3. Martech last year launched a game about a famous muscle bound hero who lived in the jungle. Who was he?

Now tell us which famous person or hero you would like Martech to turn into an Amiga game and why. You may use a separate piece of paper if you wish. Try to keep your description brief. Say less than 100 words. Answers on a postcard please.

Entries should be sent to Megacompo, Commodore User, Priority Court, 30-32 Farringdon Lane, London, EC1R 3AU.

Entries must reach us by September 26th. The Ed's decision is always final.

# NEW AM NOW OTHER HOME COM

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"...a miracle of compression..." writes *Popular Computing Weekly*\* "...it all adds up to a formidable system which is clearly better than anything else at the price."

This elegant little machine takes family computing into new dimensions of creativity, excitement and productivity.

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So other home computers may not be the only machines it consigns to the toy cupboard.

#### AMAZING SCIENCE FACT!

Amiga is used by Disney, Universal and other Hollywood studios for its dazzling 3D graphics manipulation and animation powers.

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This means you can produce spectacular special effects like those created by Amiga computers for Channel 4's *Chart Show* and the *American TV* science fiction series *Amazing Stories*.

#### YOU AIN'T HEARD NOTHING YET!

Concealed within the sleek Amiga shape, there is also a pro-quality sound synthesiser and four-track stereo sound system.

Driven by another powerful and unique custom chip, it can synthesise musical instruments and

<sup>1</sup>Includes DeluxePaint from Electronic Arts worth £79 + VAT! (Excludes monitor or TV modulator)



# AMIGA 500. COMPUTERS ARE JUST TOYS.

Your Amiga can also synthesise the human voice.

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#### GAMESMANSHIP AND WORKMANSHIP!

The new Amiga 500, in fact, dumbfounds its competitors in every way.

Graphics, stereo sound, multi windowing, multi screens, 512K to 1Mb RAM (expandable by an incredible 8 further megabytes externally\*\*), 3½" internal disk drive with 880K of mass memory, 4 unique dedicated chips plus the 16/32-bit power and 7.14MHz speed of its central processor, communications and vast expansion potential all add up to a computer of immense professional capability.

Yet the same technology allows the Amiga 500 to play games so mind bending that only full-scale arcade machines

have been able to play them until now.

#### AND AMIGA MEANS 'FRIEND'!

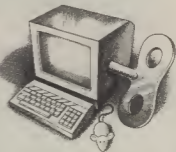
However many of the Amiga's extraordinary talents you find yourself using, they will all be beautifully simple and natural.

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environment, where everything happens by windows, icons, mouse and pulldown menus.

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There is now no comparable home computer. At any price.



Try the astonishing new Amiga 500 at your nearest Commodore Amiga dealer.

And discover why *Personal Computer World*<sup>1</sup>, having tested the graphics performance of Amiga's latest and most powerful rival, concluded "...Amiga still reigns supreme..."



**Commodore**

sound effects.

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<sup>1</sup>Popular Computing Weekly, 22-28 May 1987. <sup>2</sup>Personal Computer World, February 1987. <sup>\*\*</sup>Subject to availability.

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Graphics	1 2 3 4 5 6 7 8 9 10
Sound	1 2 3 4 5 6 7 8 9 10
Toughness	1 2 3 4 5 6 7 8 9 10
Endurance	1 2 3 4 5 6 7 8 9 10
Value	1 2 3 4 5 6 7 8 9 10

**8**  
Overall

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**XOR Designer** - Available for BBC and Commodore computers.

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THE  
ORDER  
OF  
XOR  
COMMODORE  
DESIGNER  
LORDSTON

# Mrs Mop

## Screen Scene

Is this the only game where you are forced to become a scrubber?



case you'd have to hike all the way to the nearest bathroom. And there's also one other niggling hassle which makes me want to scoop out my eyeballs with a desert apron, which is that when you go bump into a certain kind of nasty he dirties the whole of the floor surrounding you. But the worst thing, oh yes, believe me this is the pits, is that when you wish to swap between soap (attack) mode, and brush (clean) mode, you have to hit the return key. When you have to hit the return key you are usually doing it in a state of panic and do not have time to make sure that return is the only key you're hitting. Well, you'd better find time to check, because if you should wonder to *Return's* neighbour *Restore*, the game will crash and you will have to reload. A

**64/128**  
**Reaktor**  
**Price: £4.99**  
**/Tape**

As you may have gathered, Mrs Mop is a cleaner. And what a vicious old bat she is too! But can you really blame her? For every day she must be up at the crack of dawn to clean the floors of Boulder Hall school. That may sound easy enough, but the annoying little scamps insist on getting in her way.

Now Mrs Mop, usually a very timid lady, has taken it upon herself to become armed and dangerous, she has an artillery consisting of soap bars which will prove lethal to any pupil, (when aimed pepperily!) She has also taken "Gleamio", a new wonder cleaning fluid, which by rights, you should need a licence to use. Can you take the role of the Rambo cleaner and literally, in the immortal words of most tough guys "Clean up this place!"

Mrs Mop starts in the school with the task of cleaning two small rooms, so with bucket in one hand, soap in the other, and gleamios in a box marked "highly toxic" off she trots.

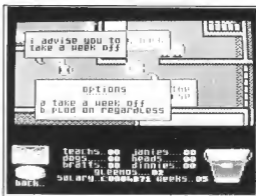
The screen view from above, is similar to the likes of Gauntlet, but that honesty is as far as the similarity goes.

When you first enter the school building you will notice that the floors are all a grey colour but once

you run over them with your scrubbing brush and bucket, their true colour shines out. To clean the floor you must first make sure you are in scrubbing brush mode (not in soap mode), and then just run over the dirty patches on the floor whilst holding down your left button.

To clear each level you must not only clean the floors, but also kill all the scum that attempt to get in your way. "Scum", that is, if you are a cleaner, and that's what you regard pupils and teachers as. Well, anyway, you've got to kill these by lobbing a deadly soap bar at their... (use your imagination! — Ed.). The other way to get rid of the nasties is to use one of the deadly toxic Gleamios. Gleamio is a strong, new detergent bomb.

To add to the peril, your old, violent Mrs Mop also has a bad back. When it is touched by any of the invaders it gets even worse. The school nurse will then proceed to advise you to take a week off. You then have the choice of ignoring the silly old quack's advice and carrying on your job, or taking a week off. The trouble is you can't just sed the nurse and carry on bringing in the dough, because if you choose to ignore her advice and your back goes again this time the injury could mean early retirement from your



**The school nurse advises you to take a week off.**

favoured profession. Still, if you do decide to take a week off you are fine, but then you only have a fairly small score. So it's up to you to decide when you feel your lumbago deserves a rest.

Even with that nurse caper the game doesn't sound too hard, you might think. Wrong. Once you've commenced scouring anything can happen. For one thing your back could go. Another problem, which I haven't yet mentioned, is that your bucket could need refilling, in which

pain not needed.

Apart from the above pro (which I am promised will be rectified for you lot) the game is great. A good satirical little creation from Reaktor, who are now beginning to produce some excellent products. This little number isn't spectacular enough to be in the realms of the exalted Screen Star. But I do have a feeling that — for under a hour — it's going to while away a lot of your boredom this long, unhot, summer

Fardy Hamilton

Graphics	1 2 3 4 5 6 7 8 9 10
Sound	1 2 3 4 5 6 7 8 9 10
Toughness	1 2 3 4 5 6 7 8 9 10
Endurance	1 2 3 4 5 6 7 8 9 10
Value	1 2 3 4 5 6 7 8 9 10

**7**  
Overall

Hard man Scolding pins up the criticisms.

seven, where the red marbles are so close to the ceiling that you can scarcely reach them.

Your craft moves swiftly — too swiftly — across this scrolling area, bouncing off every surface, using up its energy rapidly. The trick is to move it at a snail's pace, giving yourself plenty of time to avoid obstacles and home in on the marbles. There's no limit, and as the game is over only when your energy runs out. The slower you move, the longer you play.

Like the inlay instructions, the on-screen dashboard is designed to make the game seem more complex than it really is. Most of the digital displays you can safely ignore, especially the 'numerical values of the x, y, z speed coordinated', and concentrate instead on those which tell you how much energy you've got left, and how much you've collected. Also crucial is the tiny overhead scanner which shows your position relative to the square which you're above.

Collecting a marble requires some very precise manoeuvring, as you hover over it, watching the scanner, nudging your stick slightly until you're exactly on top of the ball. Once collected, the marble makes the craft heavier and sluggish, and you'll need to keep it afloat by constantly hitting the fire button on your way to the transformer station. You don't get much help in all this. To one side of the chequerboard is a cafe where you can rest a while, and next to it is a service area, where your craft can replenish some spent energy by drawing on the reserves it has already accumulated. But this is hardly worthwhile — you can lose more energy getting to the service area than you're likely to gain.

Other than being stupidly frustrating, there's not much in *Pile-Up!* to recommend it. Graphics and sound are nothing to write home about, although I did like the title screen being part of the scrolling playing area, so that every time you fly over it you get a quick burst of the opening tune (an authentic reproduction of an inept guitarist tuning up in a squash court).

That's *Pile-Up!*, then. A very demanding and very expensive game that's not much fun to play and will appeal to only a few. O'it gives it four.

Bill Scolding

# pile up

**C64/128**  
**Reaktor/**  
**Ariolsoft**  
**Price:**  
**£9.99/cass**  
**£12.99/disk**

Reaktor — promising new label let down slightly by Pile Up.

It seems that whenever a programmer comes up with an abstract game involving marbles and chequerboards, the software house has to dress it up in some infantile space-age garb. Is this because they consider Joe Public too bloody thick to understand a game concept unless it's explained in terms of strange planets and galactic spacecraft?

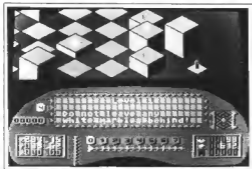
The instructions for *Pile Up!* could have been written on the back of a matchbox, but the cassette inlay witters on endlessly about the energy crisis of the distant future, power stations and marble pilots. A load of tosh that boils down to this: Collect the balls from the

chequerboard with your jet-propelled craft, steer between the rising columns, and deposit them at the transformer station where your score is registered.

A game as obviously tedious as this isn't going to burn up the charts unless it's (a) great fun, (b) horribly difficult, or preferably (c) both. With *Pile-Up!* it's (b) only, the challenge resting entirely on your ability to control your joystick. The faster your craft flies, the more difficult it is to control, and the more it crashes into floor, ceiling and columns.

The chequerboard is a 16 x 16 grid, seen in perspective 3D along its longest diagonal. On some of the squares are black marbles, and as these squares rise the marbles change colour, turning gradually from black to white to blue and, eventually, to red, when the square is at its highest point.

The instruction panel below issues you with your orders for each level. On level one you must collect all the white marbles, each worth 100 energy points. On level two you move on to the dark blue marbles, which are worth less and, being higher, are more difficult to pick up. And so it goes until you reach level



Graphics	1 3 3 4 5 6 7 8 8 10
Sound	1 2 2 4 4 6 7 8 8 10
Toughness	1 3 3 4 4 6 7 8 9 10
Endurance	1 2 2 3 3 4 7 8 9 10
Value	1 2 2 4 5 6 7 8 8 10

**4**  
Overall

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# ON THE TILES



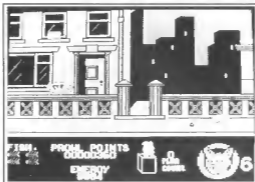
**64/128**  
**Odin/Firebird**  
**Price: £7.95**  
 /cass  
**£12.95/disk**

The last time I came across anything from the once-great Odin, it was a pathetic effort called *UFO*, a game that is probably best forgotten by all concerned. Now the legendary scouse programmers have returned with a couple of games, *On The Tiles* and *Scary Monsters* (reviewed elsewhere), which show signs of their former glory.

*On The Tiles* is light years away, in subject matter at least, from the likes of *Nodes of Yesod* and *Robin of the Wood*, those jolly arcade adventures for which Odin are best remembered. For starters, the game is all about cats.



Cat on a hot tin spool. ▶



▶ Should have been one of Firebird's budget games.

Sounds a bit wimpy, right? Then how about this: it's a game all about prowling cats staking out their territory, battling against owls and hedgehogs, spitting at frogs and giant fleas, scouring the rooftops in a desperate quest for kippers.

Still sounds a bit wimpy? Well, I can't help that — it wasn't my idea. But let's skip right on to the gameplay, and hope that things hot up a little here.

Play begins in a scrolling ony-scene of crappy sidewalks, dark buildings, walls, fences and distant high-rises. It's just after midnight, and the streets are deserted. Deserted by humans, that is — there are hordes of wildlife practically falling over themselves as they go about their nocturnal perambulations. Hopping frogs, fleas the size of hamsters, snuffing

hedgehogs, pigeons, owls... there are even some of those horrible miniature dogs.

Our cat wends his way through all



this animal traffic, eating up the pigeons and making short work of the dwarf dogs [yeh!] for valuable energy points, and avoiding or spitting at the rest of the zoo. Hedgehogs are deadly, while fleas and frogs merely drain energy reserves. But the owl is the one to watch for — a sudden flapping noise announces its arrival, quickly followed by its swooping form as it dives straight for the cat, pursuing it relentlessly.



If it wasn't for the owl, the whole business would be a piece of cake. The cat has nine lives — of course — and can deal easily with most bugs and beasts, leaping gracefully from wall to window to roof, munching fishbones on the way. When all four fish on the first level have been found, running off the playing area to either left or right will take the cat into the next street, where the number of fish increases as do the predators.

The owl makes all this very difficult, however, appearing at precisely the wrong moments, and once it's embarked on its hunting it's almost impossible to shake off until either fowl or feline is dead.

All this action is beautifully animated, and the cat is probably one of the most realistically animated creatures I've seen on a computer screen. Whether prowling, running, leaping or even standing still, everything it does is fluid and natural.

The game is challenging, too. The six levels are progressively tricky but not so impossible that you give up entirely. A lot of forethought and strategy is called for, as you plan the cat's movements through each level, and some fish on subsequent levels can only be reached if the cat enters at roof-top level from the previous screen.

And there are some nice little touches, like the dancing mouse on the information display, and the boots and buckets which rain down from first-floor windows. There's also another cat, and your moggy



will only survive a cat-fight if it has sufficient energy.

But the game is also pretty irritating, particularly if played with a joystick. Quite unnecessarily, the stick can only be used for running and jumping, while spitting (an activity which is demanded frequently) is operated by the space bar. And there's no high-score table.

These flaws shouldn't spoil your enjoyment too much, and the game really deserves to sell moderately well. But it won't, because after the likes of *Barbarian* and the rest of the tin's 'n' core brigade *On The Tiles* is going to seem a mile tame. It's the sort of pleasant entertainment which would have gone down well on a budget label, but is going to make no waves at all in the mid-price range.

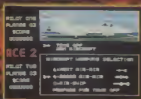
Bill Scolding

Graphics	1 2 3 4 5 6 7 8 9 10
Sound	1 2 3 4 5 6 7 8 9 10
Toughness	1 2 3 4 5 6 7 8 9 10
Endurance	1 2 3 4 5 6 7 8 9 10
Value	1 2 3 4 5 6 7 8 9 10

**5**  
Overall



# RACE 2



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**RACE 2**  
THE ULTIMATE  
HEAD TO HEAD  
CONFLICT



**C4:128**  
**DOMARK**  
**Price**

# THE LIVING DAYLIGHTS



In the "The Living Daylights" Domark have produced a game faithful to both the film script and the Bond theme whilst including all the elements that make a game a good one—great graphics, fast action and well thought out ideas. The only thing missing is the sex, but then you can't have everything.

Simple ideas often make the best games and The Living Daylights is based on one of the simplest. The basis of the entire game is the old firing range idea where targets pop up all over the screen and you must target them with a crosshair sight and finish them off with the trusty old Walther PPK or whatever else is handy. Ordinarily I'd slag the living daylights out of such an old and as cliched idea, but here it's used with such imagination it's hard to be critical.

There are eight levels in all, each one closely based on part of the original screenplay. The action kicks off in Gibraltar, where Bond and his SAS pals are having fun shooting each other with paint guns. One of those unsporting KGB types is in on the game and is using live ammunition instead of the non-drip stuff. Bond must make his way through rough terrain picking off the hooded gunmen en route. This kind of thing would fall flat on its face if the animation were not first class. James runs across the screen as the terrain slips smoothly and silently by in the background. The only thing that gives him away is the sound of his footsteps crunching on the gravel under-foot. Suddenly two hooded figures appear from behind a rock and shots ring out from the TV speaker. Pressing on the fire button and with a swift backward pull on the joystick, Bond throws himself into a forward somersault,



▲ **Bond has selected the grenade.**

narrowly avoiding the flying bullet (or was it Dulux matt vinyl emulsion?). Either way he can't afford to take chances, a direct hit takes its toll on his energy meter, if it runs out you get another four chances (You only live five times?) but it's a long game. Before the attackers have time to get in a second shot, 007 takes aim, the crosshair sight moves swiftly across the screen and pauses over the head of the first gunman long enough for a single shot to ring out. As the lifeless body slumps to the ground the second assailant falls victim to the same fate, the joystick moves far right, the sights disappear from the screen and once again 007 is on his way.

Before the next scene, where bond must rescue KGB double agent Koskov from music loving assassins

▼ **Bond selects his Walther PPK for the pipeline scene.**



◀ **Huge scraps of The Mansion**



at the Lenin People's Music Conservatory, you get to choose an additional weapon from Q's armory of cleverly devised and disguised hardware. From here on in, at every stage of the game you get to take along one weapon from a choice of four. It's important to make the right choice. There's nothing more aggravating for a secret agent than discovering you've brought along the bazooka when what you really want is your missile firing pen. For the second level I heartily recommend the infra sight which helps you distinguish the real assassins from the general concert going public.

Going to the concert involves much the same kind of tactics as playing with paint in Gibraltar. The scenery is different and you've got Koskov pretending to be your shadow, but it's still a question of blasting everything with a hood on. First select the infra sight from the status panel at the bottom of the screen, then reselect the PPK — you can't shoot anything with an infra sight.

If you manage to get Koskov past the concert snipers, which is not too difficult, the next job is to smuggle him past the pipe workers so he can be fed into the Trans-Siberian gas pipeline and emerge in the West. This is tricky. Your choice of additional equipment should take into account the debilitating effect that a large piece of pipe can have when thrown at you from above — in other words, take the hard hat. In addition to forward somersaults, 007 can jump, duck and trip over

things. If you are to avoid terminal damage on the energy meter a good deal of acrobatic will be necessary.

Having despatched Koskov down the Trans-Siberian pipeline you next have to stop the Russians stealing him back from his mansion house hide-out. If you've seen the film then you'll know that this is the scene where hard man Necros does his act with the exploding milk bottles. As

**The Fairground — shoot the balloons.** ▶

well as the Molotov milk bottles you have to disable the helicopter. The bazooka puts it out of action for a while, but not permanently, you could try the mortar but I doubt whether a bomb or dynamite would do the trick.

The next two levels, Tangiers and the Afghan military complex are again quite similar to Gibraltar. The scenery is different and there are a lot more gunmen about which makes any kind of progress difficult for all but the most sharp shooting and agile of Bonds. The same applies to level eight in which the evil Brad Whittaker, American arms dealer, and loony military historian,

**The sun-kissed buildings of Gibraltar.** ▶

hurls what look like bits of Trans-Siberian pipeline at you. The pipeline comes thick and fast and it's one hell of a job to shoot and dodge at the same time.

It's fairly obvious that whoever designed the game was running short of ideas or time towards the end. The blame for that, as well as the credit for the game's good points (and there are lots of those) can probably be put down to the fact it's based not only the film, but on the Arcadia coin-op.

As far as the film itself goes, I have to say that I think it's the worst Bond ever. The Bond in my version of the game was a better actor than Timothy Dalton and in fact playing the game was altogether more enjoyable than watching the film. Having said that, the game follows the film script so closely that, if you don't go and see it, you'll definitely be missing out. Full marks to Domark, better luck next time Albert Broccoli.

Ken McMahon



# THE LIVING DAYLIGHTS



▶ Fighting in the street — watch the silhouettes.

Graphics	1 2 3 4 5 6 7 8 9 10
Sound	1 2 3 4 5 6 7 8 9 10
Toughness	1 2 3 4 5 6 7 8 9 10
Endurance	1 2 3 4 5 6 7 8 9 10
Value	1 2 3 4 5 6 7 8 9 10

**8**  
Overall

FROM THE ARCADES—A TIGRESS!

# APHERIA



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Tanks a lot.

# toad force



▲ Look like space shuttles to me.

◀ Where's our frog?

## C64/128 Players Price: £2.99

Here we go. A particularly cute, colourful game, with more than a hint of frogism. This frog is metal he's powered by a mixture of liquid hydrogen, plutonium and oxygen, all helping to keep froggy at the right temperature. I mean, boil in the bag toad's just not on is it? So our intrepid frog sets off to hop, skip and jump through the various layers of strata that surrounds a small planet. When you reach the end of one of the layers of strata you get the all too familiar guardian, kill him and hop on to the the next layer, which is naturally deadlier than the previous. One false move and your legs will no doubt find themselves on the plate of Mar Mangetout.

A good sense of timing prevails overall in this game, so it's a case of if you spot any of the pods be extra careful when you gribbet or you might end up hopping mad as your entrails are scattered to the four corners of the planet's strata. So can the ultimate attack system defeat the ultimate defense system?

Like I said earlier, this is a cute game. The graphics are lovely with an abundance of colour and a great variety of piccias. A positive profusion of picturesque pixels. In short, this is especially for a budget game. The sound's quite good as well with a catchy little tune which can be switched off or just left on to while away the game.

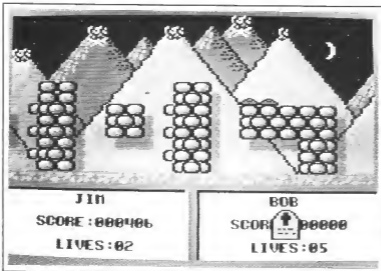
There are a few little special effects which help to increase the already high standard of the game. Oh there's also the familiar Players loads-a-game, which is nothing more than a Crazy Flinter type thing, but it helps to pass the seconds cape loading.

And as for a question which many people will not doubt ask, is it as good as Fungus? The answer is yes. It's certainly more colourful, and more absorbing and edditive, a totally different format of a game, but tech-nically equal, if not better. Even if you're not one for the budget regime at three quid it represents great value. Toad Force in the eyes of this reviewer is most definitely one of the best budget releases in many moons. One that should definitely be rated along with *I Bat* and the other titles who try to imitate full price games, and get away with it.

Mark Patterson

Graphics	1 2 3 4 5 6 7 8 9 10
Sound	1 2 3 4 5 6 7 8 9 10
Taughtness	1 2 3 4 5 6 7 8 9 10
Endurance	1 2 3 4 5 6 7 8 9 10
Value	1 2 3 4 5 6 7 8 9 10

**8**  
Overall



# DELIVERANCE

**64 THE POWER HOUSE**  
**Price: £1.99/cass**

Last month I had the misfortune to mess with Hewson's Exolon, an amazingly difficult and tedious hop, skip and zap platform shoot 'em up. Now, hot on its heels comes Deliverance, from The Power House, a game that's superficially similar, almost as difficult, and which has opened up all my blisters.

Like Exolon, this game dispenses with any attempts at a plot. Instead, we're harangued by some hysterical gibberish on the back cover, which for reasons that are obscure is somehow intended to motivate you into buying it.

Lean, hungry, desperate [sic] Basloids charged with the Maxim of Rascal. No mactack for you mate! — you fool or half genius wally-welly...

Well, that's quite enough of that. But don't be put off by this crutinous claptrap or even by the cover illustration which sets new standards in total irrelevance. No, just go ahead and buy it, throw away the inlay, and get stuck in.

Deliverance is played out against

a horizontally-scrolling leadscape with walls and ledges picked out with shadows against a background of smouldering volcanoes. Across this obstacle course moves your chunky little space-person. The first thing you notice is that the scenery scrolls constantly, whether you're moving or not, and if you stare around gawping then the left-hand side of the screen will crush you against the nearest wall.

So this is one of those games that you play by the seat of your pants, always moving, always taking one step ahead of the scenery, just ensuring that you don't move so fast that you can't see what's ahead.

Start by picking up some firepower by walking past the bobbing raygun, and then scramble up the next wall and start leaping from platform jumping over landmines, looking out for pools of fire, and firing a hail of bullets at the approaching nasties.

You get five lives to a game, and build up a score by killing off the

enemy, which range in value from one to 100-plus. There are six levels of around 30 screens apiece, and your progress through each level is charted by the radar panel below the screen.

That's about all there is to it, and it's quite enough to be getting on with. The whole thing is about as easy as hopping over hurdles on a fast-moving conveyor belt, but, just when you're giving up in despair, you manage to get just that little bit further, notching up a higher score, and you're hooked for another hour.

Which is what addiction is all about. Deliverance is slick and competent, and programmer Andy Jarvis certainly knows his onions. The real icing on the cake (onions and cake — Yuck! Ed.), however, is the two-player option, where spaceman Jim is joined by robot Bob for some simultaneous competitive action. That, and the ludicrously cheap £1.99 price-tag, puts it way ahead of rivals like Exolon.

Power House are slowly but surely emerging as a force to be reckoned with. Note — this is their fourth rave review in CU.

**Bill Scolding**

Graphics	1 2 3 4 5 6 7 8 9 10
Sound	1 2 3 4 5 6 7 8 9 10
Taughtness	1 2 3 4 5 6 7 8 9 10
Endurance	1 2 3 4 5 6 7 8 9 10
Value	1 2 3 4 5 6 7 8 9 10

**8**  
Overall

# DEST

**64/128**  
**Bulldog**  
**Software**  
**Price:**  
**£1.99/cass**

Some people simply can't bring themselves to throw rubbish away. Take Mastertronic, instead of hiring a Skrapro mini-skip and dumping all their duff games, they go and publish them on a different label — Bulldog 'Best of British' Software. Destructo may be cheap, but 'best' it certainly isn't.

Dr Destructo is one of those crazy cookies that plan world domination from the confines of budget games. You, as the pilot of a crummy little bi-plane, must stop him by spending a few hours in a mindless trance, zapping his assortment of graphically inferior flying things.

There are 21 screens of this brain-numbing stuff to endure, until Dr Destructo calls it quits and goes off to devote the rest of his life to organic gardening.

The first few screens each feature one of Destructo's battleships, above which his little planes buzz around like flies around a mouldy pork pie. You buzz around too and try to shoot them down. As they fall from the sky in a blaze of fiery scrap metal (it doesn't look quite as spectacular as that) they crash onto the ship. Enough hits and the ship springs a leak. Keep on zapping until you've sprung three leaks and then watch the ship go down.

Screen two — keep on zapping until the ship goes down. Screen three — keep on zapping until the ship sinks. Screen four — keep on zapping until the ship goes under. After a few more ships, you get to the buildings. Buildings don't sink, they crumble.

To make things that bit more exciting, some of the blue bits are occasionally substituted for black bits. The blue bits in question are sky and the occasional black bits are also sky. This cunning programming feat gives you the impression of night-time flying. As the screens progress, Destructo's planes get

**CHEAPO**  
of the month

# DESTRUCTO

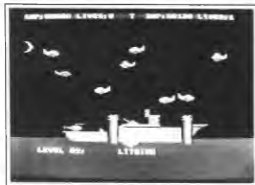
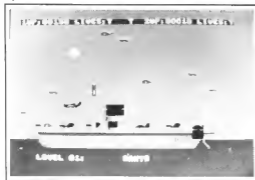
nestler and some of them actually crash into you and make you lose a life.

There are a few curious things about this game. Like your plane which can be controlled only in its direction of flight — it keeps on going whatever you do. Fly it into the briny and it miraculously reappears at the top of the screen.

a ship shudder before. Thanks Mastertronic.

At least there's a two-player option in which you can use teamwork to overcome the boredom. At the end of each screen, you get a points display for each player, and a blast of music that isn't half bad as budget-tunes go. I reckon that underneath it all, Dr

▲ **Makes The Straits of Hormuz look like a milk round.**



▲ **Night time but the battle still rages.**

Fly over the left side of the screen and you reappear on the right.

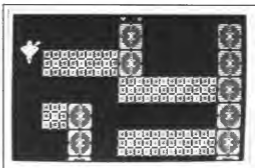
Most curious of all is the way the succession of ships go down. They shudder as they go. I've never seen

Destructo is a really nice bloke. And I think he wouldn't be half as mean if somebody put him in a decent game for a change.

**Bohdan Buciak**

Graphics	1 2 3 4	5 6 7 8 9 10
Sound	1 2 3 4	5 6 7 8 9 10
Toughness	1 2 3 4	5 6 7 8 9 10
Endurance	1 2 3 4	5 6 7 8 9 10
Value	1 2 3 4	5 6 7 8 9 10

**4**  
Overall



# JACKLE & WIDE

**64/128**  
**Bulldog**  
**Price:£1.99**

**D**r Jackie has acquired an amazing new drink with 100 percent Nutra Sweet that makes your eyes pop out and gives you a two-minute beard that would make Ayatollah Khomeini think about taking up Christianity. It doesn't do much to improve your table manners either.

All of which puts the poor chap in a bit of a dilemma, because the affect seems to be permanent and he has no antidote. But Dr Piqued has an antidote, for it was he who invented the problematic potion. The trouble is Dr Jackie/Mr Wide and Dr Piqued are sworn enemies, which is just as well when you think about it, because if they weren't Dr Piqued would just say "Don't worry Jackie old chap, just gargle down some of this here antidote and you'll be right as rain in no time at all"; there'd be no story, no game and nothing to write about.

Quite understandably, Jackie does not want to wander around for the rest of his life looking like a cross between Richard Branson and Oliver Reed. So he goes in search of the antidote. The search begins in Hyde Park. This is a sort of two

dimensional maze of trees and walls viewed from above. Dr Jackie travels by bicycle, because after about three minutes the screen goes black and you are told you have to run out of time. In the park there are various objects to collect and various puzzles to solve. These objects have some use — if you drop them in the right place things happen. If you drop the axe by a boulder you can get into the quarry, if you have the sea sickness pill you can avoid death by drowning and so on.

Meandering around Hyde Park on a bicycle is all well and good, but Dr Piqued's laboratory is hidden on one of the caverns deep below ground. To get to it you will have to go down all nine of them at one point or another. Going to the caverns has the advantage of stopping the clock so you won't run out of time.

Life in the caverns is very Jet Set Willyish. You can walk around, jump over things, get chased and attacked by unwholesome things which deplete your energy and kill you.

Unremarkable describes it pretty well, it's reminiscent of early C16 games, but with better graphics. I've seen other Bulldog stuff and this is not up to much either. If you're after better quality chaos stick to the Mainstream Mastertronic budget range.

**Ken McMahon**

Graphics	1 2 3 4 5 6 7 8 9 10
Sound	1 2 3 4 5 6 7 8 9 10
Toughness	1 2 3 4 5 6 7 8 9 10
Endurance	1 2 3 4 5 6 7 8 9 10
Value	1 2 3 4 5 6 7 8 9 10

**4**  
Overall

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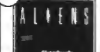
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# CENTURIONS

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You've had the Transformers. You've had the Gobots. Neither were much good. Now "Power-x-treme" [Power x what? Ed.] Prepare to meet the "Centurions." Puzzled? Well, let me explain, the Centurions are three men, Ace, Jake, and Max.

These men are no ordinary men, these men are shown on Get Fresh! Join me on another great Centurions adventure...

One day the Centurions were waiting eagerly for a visit from Zed, for he had prepared a lovely little batch of new weapons for them.

Zed arrived, well at least most of him did, as he had blown away one of his limbs whilst testing the new weapons. After telling him how sorry they were, and then carefully listening to the instructions on their



## Centurions, Transformers in disguise!

new, and most powerful weapons, the Centurions wish him farewell! Ace decided to take a quick stroll over to the main computer to get a run down on his brand new tools when, all of a sudden, the alarm sounded. There was a break-in at the weapons store. They knew Doc Terror had to be behind this and they knew what he was after. Why, of course, the proton chronotope, a new

chemical made to allow the process of nuclear fusion, but it had not been tested yet.

The game's set out over three very large levels. Choose either one, and whether or not you would like to play a friend. And before you start I don't want any moaning from Wingville complaining that you can't choose Ace or Jake or which ever one you want to be. You

can but it happens while playing the game. You see the main difference between being Ace, Jake, and Max is that each can only walk on one surface of the three; air, water, and land. You will need to walk on all three to win which is why there is a pad which enables you to change

fairly modest, but the title screen is absolutely spectacular and definitely one of the best I've seen in a long time. I would advise you to buy this unless you simply want a Gsuntlet clone. This adds a little brain challenge to the original idea.

Ferdy Hamilton

Graphics	1 2 3 4 5 6 7 8 9 10
Sound	1 2 3 4 5 6 7 8 9 10
Toughness	1 2 3 4 5 6 7 8 9 10
Endurance	1 2 3 4 5 6 7 8 9 10
Value	1 2 3 4 5 6 7 8 9 10

**7**  
Overall

## Screen Scene

between Centurions. You can be any of the three Centurions you like, except when the other player is the one you wish to change to.

The object is to find the six keys scattered about each of the three levels. You will need these to get out of the rooms and in to the next building.

The nasties are no more than your average alien. Nothing special, just blobs shaped differently which you must shoot to kill with your dot-like bullets.

Certain weapons can harm you just as much as the enemy if you're not careful. One of them, known as the ring weapon, is the one that took off Zak's leg. 'C' to 'h' are various weapons of different fire powers. Grenade is the one I'm sure you all know what this does!

Where does the Tylon-Dichromate come in to all this? Well, as far as nuclear fusion is concerned it doesn't, but our acidic stomachached Centurions, eat the stuff and get an energy boost.

I thoroughly enjoyed this game once I had got to grips with it. At first your mind does tend to wander to thoughts of Gauntlet, but underneath there is a big strategy element which can be originally tricky—but the real fun comes when you adopt a basic strategy and have a little success.

The graphics and sound are both

◀ The pad—will you be Ace, Jake or Max?



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probe

Could it be that Pirates are going to replace Ninjas as the new heroes of the computer game? Will we see stiffs, shurikens and black pyjamas replaced by swords, parrots and wooden logs? Not if *Pirates Of The Barbary Coast* is anything to go by.

"Action", adventure and derring-do on the high seas" but *Cascade* game is not all it's cracked up to be. Despite the very nice packaging and graphics *Pirates* is badly let down by slow and uninteresting gameplay.

The plot is full of the kind of clichés you'd expect. Whilst docked in Casablanca, your ship, *The American Star*, (the plot owes more to 20th Century Fox than 18th Century history) is attacked by "Bloodthroat".

"Bloodthroat, in case you hadn't guessed, is the bloodthirsty pirate villain of the piece. He has captured your daughter, Katherine, and is holding her for ransom for 50,000 pieces of gold (seems rather a lot).

According to the map there are seven ports on the Barbary coast and you have to plod from one to the other in search of the poor unfortunate girl. You start out with 5,000 pieces of gold, some crew, enough food to keep them sunny-free for a few days and a few odd

# PIRATES of the Barbary Coast

64/128 Price:  
CASCADÉ £9.95/cass

by a trader who asks you if you want to do a little business. This trader has a different name in every port from Tangier to Tripoli, but looks remarkably identical wherever you are. You can haggle over the price of goods, but if you push it too far he gets a bit shirty and refuses to trade. You can then try out the local store

the next port.

I tried again. Better luck this time, I was attacked. Before you can fight back you must load the cannon. Using a pointer you point to the cannon you want to load and press fire. Then you point to the ball, cannon, brush, cannon and that's it! Provided you got them in the right

does it? But there's one final factor that decided me against. Every time you decide to do something, like set sail, talk to the trader or go to the store; the old 1541 crawls into action, which, as we all know,



▲ Cap'n Buick prepares to come ashore.

supplies such as tobacco, wool and the like which you can trade.

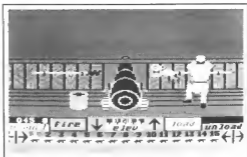
Other useful odds and ends can be found lying around the ship. Fifteen cannons and balls a plenty to fill them with for example. So the idea is that you sail from port to port selling a bit of this, buying a bit of that, until you've got the necessary 50,000 to buy your beloved daughter's freedom (assuming she's not perfectly happy where she is, that is).

Alternatively you can load the old bucket with enough firepower to give a fleet of nuclear submarines a good run for its money and try and talk Bloodthroat out of it that way.

Whilst in port you are approached

where, amongst other things, you can buy information. The news comes pretty expensive in these parts and its price doesn't always reflect its value. I paid well over the odds to discover that you get a cheap cup of tea in Tripoli.

In search of something more exciting I set sail. Fair enough, it was more exciting than being in port, but it wasn't exactly where's the toilet paper time. After staring at the waves for ten minutes I arrived at



▲ All loaded up—but where are the pirates.

order. If not it's here we go again. This is supposed to be dead realistic, but having done it fifteen times I can tell you it's a pain in the bot. If you manage to get the cannons loaded you can set the elevation and fire at ship that crosses the horizon from left to right and fires at you. And if you fire it often enough you can board it and nick the booty or get more useful info from Captain Slog.

It doesn't actually sound too bad,

means you might as well go and play half a dozen games of *Monopoly* while you're waiting.

The sound is pretty mediocre as well. There's no sea as far as I could make out and incoming cannonballs let out a feeble whistle.

*Pirates* isn't dreadful, it's just rather, well, dull. Unless you're overly anxious to be on the high seas I'd turn to the Microprose *Pirates* review to see if it's any better.

Ken McMahon

Graphics	1 2 3 4 5 6 7 8 9 10
Sound	1 2 3 4 5 6 7 8 9 10
Toughness	1 2 3 4 5 6 7 8 9 10
Endurance	1 2 3 4 5 6 7 8 9 10
Value	1 2 3 4 5 6 7 8 9 10

5  
Overall



# Black Magic



**B**lack Magic is one of those nice 'n' outa games that Americans love so much. They'll palm it off on Junior to stop him playing socially unsound stuff. Junior then throws it back and says "hey pop, gimme back my *Raid Over Moscow*".

Sadly, *Black Magic* is just too cute for its own good — it's sweeter than the chocs themselves. Worse still, it's well and truly in the ladders and platforms mould, with a sprinkling of *Ghosts and Goblins* here and there.

Break out the cookies, the story goes like this. Anakar the magician (social paragon) had six eyes. Zahgrim the Red Warlock (social deviant) turns him to stone and scatters his eyes around the land of ManGold. You must find the eyes and replace them in the statue so that Zahgrim gets what's coming to him (is deposited).

Your journey takes you through six levels of the land, which is conveniently strewn with ladders. Also strewn around is food, in the shape of fruit and roast chickens, and spell scrolls. You must collect both whenever you can because

**64/128  
Datsoft/  
US Gold  
Price: £9.99/cass  
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▲ The game says it: "hit the spot". Bohdan says it's as flat as Watneys.



▲ Sticky sweet Yanks off with a chocolate box title.

you're constantly running out of food, and constantly running into predicaments that just cry out for a bit of boom.

The collection of nasties includes flowers that throw frubbles, trolls that curse you unless you give them food, and assorted demons, bats, ghosts and water monsters. Needless to say, that lot are all bad for your health. They can be sorted out by firing arrows at them, which you pick up as you go.

Last nasty is a bird that occasionally swoops down and picks you up. Sometimes it deposits you down in a reasonable spot and on others, right in the thick of it.

You start as an apprentice, with a choice of only two spells — Vanish and Blink. Releasing prisoners as you go increases your points total which eventually ups your status and the number of spells available to you. By the way, this isn't difficult, prisoners are released merely by walking past them.

A comprehensive set of information is displayed at the bottom of the screen: your health, food reserves, how many spells and arrows you have left, the level you're on, eyes collected and the number of points you've amassed. Keeping an eye on health, food, spells and arrows is pretty essential. Early demise is usually due to running out of food.

You also need to know just when to use spells to stay out of trouble. The vanish spell, for example, will protect you but won't let you pick anything up. Blink simply transports you to another part of the maze, into a good or a bad area.

Finally, messages are displayed in a window whenever something happens to you. The most annoying is, "Yum, yum, yum, that hit the spot", when you pick up some food.

To its credit, *Black Magic* is a big game and offers a very large area to explore. Locations are signposted so you always know where you are. But there's nothing really special about the graphics, or the various nasties, nor is the gameplay particularly challenging.

There's nothing shoddy about *Black Magic*. It's well programmed and well designed. But however competent the execution, the idea is as flat as Watneys on a warm day.

Bohdan Buciak

Graphics	1	2	3	4	5	6	7	8	9	10
Sound	1	3	3	4	5	6	7	8	9	10
Toughness	1	2	3	4	5	6	7	8	9	10
Endurance	1	2	3	4	5	6	7	8	9	10
Value	1	2	3	4	5	6	7	8	9	10

**6**  
Overall



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# SCARY MONSTERS

● Screen Scene

**64/128**  
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appropriate icon, and your score gets boosted by 10,000 points. And then it's off to find the next monster and the correct weaponry. Both monsters and objects are randomly placed afresh at the start of each new game, so there's no point in drawing a map, either. Other than more or less infinite

This is a real Frankenstein's monster of a game — a peculiar creation cobbled together from bits and pieces, sometimes dramatic and sometimes pathetic, lurching about looking for an identity (*Wow! A metaphor!* Ed.). Or to put it another way, it's a bit of a shambles in places.

The plot is thin even by computer games standards, and tells of intrepid all-American football hero Harry Johns and his search for his beloved Conny. Conny is the prisoner of the sinister Dr Graves, held captive on an island populated by the horrific mistakes of the good doctor's pioneering experiments in genetics.



These unfortunate creations bear uncanny resemblances to famous stars of Hollywood horror flicks — Dracula, Frankenstein's monster, the Mummy, the Wolfman, a zombie and a witch. Harry's got to kill the lot before he can once again enjoy Conny's ample charms.

None of this prepares you for the horrific beginning to the game: a map of the island, dotted with triangular trees and wobbly contours, and in the middle of all this, a little matchstick man. It's about as chilling and sinister as a geography lesson.

The little matchstick man is Harry, and as he sets off across the island, his little matchstick arms flap up and down as he blunders into the confusers and bounces off the coastline, heading for the nearest building.

But once inside, graphics and gameplay improve dramatically. The rooms are crammed with balustrades and busts, vases, coffins and furniture, and though these are made from graphic stock items the best are the same in all buildings), they're sufficiently varied to make each location quite different.

Harry has now grown to a good

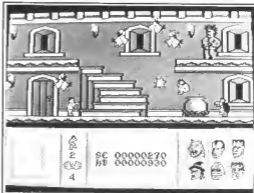
half-inch high, fleshed out with muscles and sweatshirt, and as he tiptoes across the room, swarms of witches and phantoms start crisscrossing the screen at every level.

Harry might be tempted at first to try and leap over the ghosts and monsters, but if he tries this he'll be bounced around the screen like a pinball, his energy sapped and his firepower gone. The secret is for Harry to wade into the fray zapping away continually, cutting a swathe through the enemy. Don't worry about ammo — Harry can keep firing endlessly — or at least until he gets bounced again.

Somewhere in the building, up a flight of stairs or maybe hiding behind a pile of crates, you might find the unmoving figure of Dracula or one of the other five monsters.

Now all you've got to do is lead Harry to the right object which will slay the creature — in Dracula's case this will be a hammer and stake. But it's rare that both a monster and the means of its destruction will be found together in the same building, so Harry's got to scamper around the island once more, searching the other dwellings (all ghost-infested) until he picks up the tackle. A little gravestone then

peeps up at the bottom of the screen over the



▲ Arcade fun inside the ghoul-filled mansions ...



▲ ... but matchstick man tedium in between.

firepower, Harry's also got the exorcist's equivalent of a Smart bomb, to be used sparingly. One wave of his hands and the screen magically clears of all spirits for a second or two. This proves useful when things get sticky.

But just when things get going and you're enjoying yourself, Harry's got to search for the next building and once more you're looking at pictures of matchstick men in what must be one of the most tedious, time-consuming and generally duff game sequences ever.

Bill Scolding

Graphics	1 2 3 4 5 6 7 8 9 10
Sound	1 2 3 4 5 6 7 8 9 10
Toughness	1 2 3 4 5 6 7 8 9 10
Endurance	1 2 3 4 5 6 7 8 9 10
Value	1 2 3 4 5 6 7 8 9 10

**7**  
Overall



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EXPERIENCE OF COMING OUT TO THE  
BORDERLANDS TO BATTLE THE  
UNSTOPPABLE FOX!



C.U.  
Screen  
Star

# CALIFORNIA GAMES

Epyx

Price:  
£9.99/cass  
£14.99/disk



Riding a wave ...



Bouncin' a bike ...

Many, many people in this world are addicted to something or other. The sadder cases are of drugs, the milder ones of cigarettes and sweets. I once regarded myself as a person of willpower but now even I have submitted to a craving. I can't go for an hour without playing this wretched piece of software!

Now I've calmed down a little I'll begin to tell just what my ranting and raving is all about. The games (as you might notice) are set in California (you know, that place on

the west coast of America where all they ever seem to say is 'radical') and the sports in it are not straight-forward Olympic types as in previous Epyx games. The sports are a collection of all the obscure wild crazes sweeping the beaches of California.

There are six events set out in

the style of the previous Epyx offerings. The menu screen gives you the option to: play all events; play one event; play some events; or practice one event. You can play with one or two joysticks and up to eight players can join in the fun. Or you can view the high score table and look at my immense high

scores!

Epyx have also revolutionised games in a capitalistic sort of way, and included sponsors such as Casio. Maybe they could've dropped the price a little due to this. Oh well, on to the events. ...

**HALF PIPE:** Half pipe is a bowl-shaped rink on which all self-respecting skate-boarders practice

Beware — wild ice creams about ...



And watch out for those stray logs ...



C.U.  
Screen  
Star



their aerial and kick turns. The pipe looks as its name describes, like a pipe sawn in half, the only difference being that it is about 26 feet high. The skater must skate up and down the sides until he thinks he has gathered enough speed to go for one of those fancy turns. Epyx has included three different turns which can be done, and the skater has three lives and a minute and a half to do this in — this event finds Epyx not even slightly dropping standards on their usual wonderful graphics, and faultlessly smooth animation.

**FOOTBAG:** This obscure sport is commonly known over here as

tricky part is pulling off the fancy moves such as the Dode, or the Axle Foley, as simply keeping the bag up will not get nearly enough points to hope for a medal when you are up against players of my standard (i.e. Extremely useless—Ed.).

**SURFING:** There are times when I seriously wish that this event just wasn't on the game, but this is only because the Ed won't let us listen to anything else but his Beach Boys collection (extensive!) and he keeps singing 'Surfin'

four crashes, which should be used if you hope to be awarded highly and get close to the tube.

**SKATING:** No, don't worry, it's not of the icy, boring variety we saw in Winter Games. This time it's of the hot California boardwalk, rolling variety. The object is to guide your bikini-clad, pouping redhead along the troublesome boardwalk, dodging monstrous obstacles such as melting ice-creams and cracks in the wood. There are also a couple of spine which you can pull off for extra points. This event is one of those

inside out. Everyone, yes I mean everyone, has at one point been into BMX. Even the Ed, used to come in to work on a Mongoose. Anyway the object is for you to burn across a BMX course, negotiating the ramp and twigs and bumps in the course, and if possible getting in a couple of stunts on the way.

**FLYING DISC:** Two extremely butch, Martina Navratilova-lookalikes are playing Frisbee in the park. You must first control the



Skate or die, man ...



Keep that footbag flyin' ...

"hacky-sacking". The object is for the player to keep up the hacky-sack or, if you prefer, footbag using just his feet, legs and head. The footbag is a golf ball-sized soft leather ball-type-thing, and is fairly tricky to keep going in real life. Although manipulating the computer is slightly easier, the

U.S.A.' in a kind of would-be soprano. The event itself, however is pure magic. The feeling of getting on the computerised board and hitting a few curls is just radical. The object is just to surf in the most dangerous and exciting manner possible for the duration of ninety seconds. You are allowed

in which Epyx show their amazing skill of simulating actual control by carefully deciding how the user must move the joystick for total success instead of doing as others and making it a left-right waggie job.

**BMX:** Don't one of you begin to tell me you don't know this sport

thrower and ensure that her speed and angle are correct, then you must manipulate the catcher so that she can either dive, reach above her head or just simply run to catch the Frisbee. In the words of the immortal Run DMC "It's tricky!"

Looking at the screen shots and reading my description you might think "great, this is as good as the rest of the Epyx series". Don't think that instead, California Games is the best of the 'games' series, the graphics are a new first not only for Epyx but for the 5L. The sound is a mazing top and features the 80's classic 'Louie, Louie'. But the greatest virtue of the game is its ease of use and playability.

The teeny-weeny groans I do have are that the cassette version is an oh-so painful multi-load. Still, this can't be helped. Many software houses aim to reach perfection; Epyx are far and away the closest.

Ferdie Hamilton



"I wish they all could be California Games ..."



C.U. Screen Star

Graphics	1	2	3	4	5	6	7	8	9	10
Sound	1	2	3	4	5	6	7	8	9	10
Toughness	1	2	3	4	5	6	7	8	9	10
Endurance	1	2	3	4	5	6	7	8	9	10
Value	1	2	3	4	5	6	7	8	9	10

9 Overall

CU Roller Queen  
(and her crew)  
show how  
to do it



West



COAST  
Weird-Out

WIN

CALIFORNIA  
GAMES KIT

It was, like, totally awesome — I was, like, grossing out on California Games when, y'know, this like cool Stimuli thing came. Maybe those dudes would like to see all the kit featured in the game. Well, what a, like, good idea. First, like, well think about it — a tripe surf board, BMX bike, roller skates, skateboard, frosh, and hacky sack all as items'd by the CU team in the pic. Man, you could be kickin' in that game!

It's easy to win, too. All you have to do is refer to the name of the sport beside the jargon word below.

Then runners-up get Ocean Pacific T-shirts and caps of the game, whilst another thirty runners-up get copies of the game. How totally generous.

Each of the words refers to one of the sports featured in California Games.

1. Slalom Run
2. Kang Tan
3. Skate-Out
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Entries must arrive CU at 2 positions:  
60 September, P.O. 2000, Berkeley,  
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show how  
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**Commodore 64/128**  
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**£7.95/cass**  
**£13.95/disk**



▲ Another naff 'flip' screen Gauntlet rip off.

good day's work. Apart from picking up keys (to open doors) blood bottles (to replenish your blood supply) and garlic bombs (they zap all the aliens in the immediate vicinity), there's one object that must be found and picked up per level. Without all five-stake, mallet, piece of mega-garlic, mirror and crucifix — you won't be able to kill the GSV.

The screen gives a constant display of your blood-count and how many keys and garlic bombs you're carrying. Your blood level decreases rapidly as you come into contact with bloodsucking bats, so blood bottles must

# The Astonishing Adventures of Mr Weems and the SHE VAMPIRES

**P**iranha have done a good job of not letting on that this game is a Gauntlet rip-off. They've given it one of those twoe gut-wrenching titles and they've somehow omitted to feature any giveaway screenshots on the cassette inlay.

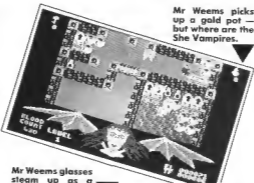
Add to that the drawing of women with Page Three cleavages on the inlay card, and you've got a pretty good cover-up job. But not good enough for CU's Clonewatch UK department — now over to Sue Cook and Inspector Knacker.

Piranha are trying, and failing dismally, to spoof the honoured Gauntlet tradition. Instead of mythical heroes we get Mr Weems, a failed bespectacled accountant who's launched into a new career as a vampire hunter. Instead of Gauntlet's zapper spells, wimpy Mr Weems is armed with a gun that shoots bits of garlic at the blood-sucking nasties. None of this is very funny — I've never yet chucked over a piece of garlic.

On a more technical note, Mr Weems has no companion to help him though the various mazes. This element of teamwork is essential, as we all know, to any Gauntlet-type game.

For what it's worth, the game features six levels of a Mansion through which Mr Weems must progress, shooting bloodsucking nasties, Frankenstein-like monsters and She Vampires. The aim is to make it to the sixth level, where you find the Great She Vampire in her penthouse suite. Kill the GSV and escape from the Mansion and you'll have done a

Mr Weems picks up a gold pot — but where are the She Vampires.



Mr Weems glasses steam up as a vampire flashes at him.



constantly be picked up. Once you're out of blood it's back to the title screen.

Garlic bombs clear the screen (not the whole level) of nasties and only then can you shoot and disable the coffins that generate them. As soon as you move off that particular screen the bomb loses its effect so it's best to use them judiciously.

There's also a garlic pill you can use to give yourself a short period of immunity. Nasties of the nasties are the She Vampires who, if they bump into you, divest you of what you were carrying at the time. It takes a lot of shots to dispatch them. The shots, by the way, look like Hula Hoops. I've never laughed at Hula Hoops either.

Although graphics are reasonable and up to the standards you'd expect, there's nothing special or different about them. You get the usual overhead view, and the usual manic swarms of nasties that appear out of what look like medieval cooking pots.

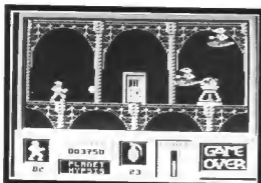
In mitigation, levels are large and complex, scrolling both up and down, and sideways. Scrolling, though, is not smooth. It jumps from screen to screen. And annoyingly, when you return to a previous screen, you find all the cooking pots and nasties have reappeared. Action is as fast and furious as you'd expect but without the teamwork element to add interest, it all becomes very futile. That sums up the game really.

Graphics	1 2 3 4 5 6 7 8 9 10
Sound	1 2 3 4 5 6 7 8 9 10
Toughness	1 2 3 4 5 6 7 8 9 10
Endurance	1 2 3 4 5 6 7 8 9 10
Value	1 2 3 4 5 6 7 8 9 10

**5**  
Overall

Bill Scolding





# GAME OVER

**64/128**  
**Imagine**  
**Price: £8.95**  
**/Tape**  
**£12.95/Disk**

The words 'game over' are probably one of the universally understood phrases in the game world. Why this game is called "Game Over" escapes me. I've read and re-read the press hype, the instructions and the back of the inlay, but, to no avail.

Enough of this, let's insert 20 pence and carry on with the review.

So we grasp the joystick and break down the game. Ahh, you can "Pow Up" for better weapons, obtain the odd force field, or a lethal mine. It sounds very ercady to me. Although unlike most arcade games where you don't have a plot and have to work out what the green button does, you are informed of this in the instructions.

In an amazingly far-away galaxy, there is a beautiful and wicked woman. Also very accomplished, as she, with the aid of Lieutenant Arkos, has conquered five confederations of planets. Aided by her countless army of Terminators

she was almost unstoppable. Then the intelligence of Lieutenant Arkos developed in such a way that he finally left the Queen's service to fight with the rebels. Arkos is the only one who knows the true combat abilities of the Queen's

◀ **There's a gun... but where's the nipple?**

Terminators. So he is the only one able to destroy the Queen's reign. Hmm, not the Queen herself. Could this game be sequelled?

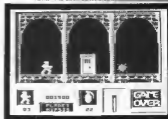
There are two phases to this game, each one on a separate planet, not the Queen herself. Although they sound like diseases to me, I have reliable information (Press Hype) that the first planet is a

◀ **Why all the Bodgers in C5's?**

computerised prison, while the second is the imperial place. So off we set armed with only a laser and small supply of grenades to battle our way through 20 screens of unimaginable terror. Where we have to face such abominations as Guardian Robots (Arts in canoes), Green Monsters (Small snoot's), Laser Shooters (Daleks with no noses), Giant Orko (Big snoot), and last but by no means least the Giant Robot (Unstoppable lanky person). So have we cleared that level yet? Good. Now it's a time to catch Skunn.

O.K., now we're in a nice bit of

▼ **Shoot that spiky sucker.**



▲ **Game Over and don't you just wish it was!**

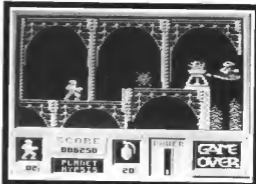
jungle on our way to the Queen's palace. What you will encounter in this world are: Kaikas (Floating-Freisers (Who Knows and Who really Caresus), Laser Shooter (Ouchus There Goesus Another lifeus), Giant Guardian (Oh F...us!).

Thus concludes another flop from Imagine. The instructions portray the game in a way that makes it sound really good, and there's also the clever bit of advertising with the Queen exposing her nipple (subsequently covered up—Ed.).

The sounds are good (for a laugh), so are the graphics (for an even bigger laugh). The game's sort of a flip screen Ghosts and Goblins except it's set about a millennia or three in the future.

Well, there goes my last life, and I wonder to myself whether it's worth the effort for another go, let alone the asking price for the game. I think I'll go and do something more interesting with my life, like watch Ulysses 31, yeah, it might help me to forget what I've just attempted to play.

Mark Patterson



Graphics	1 2 3 4 5 6 7 8 9 10
Sound	1 3 4 5 6 7 8 9 10
Toughness	1 2 3 4 5 6 7 8 9 10
Endurance	1 2 3 4 5 6 7 8 9 10
Value	1 2 3 4 5 6 7 8 9 10

**3**  
Overall



# EXPLOSION

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BACK

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▶ Action with subterranean world.

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▶ Action with subterranean world.

▶ Action with subterranean world.

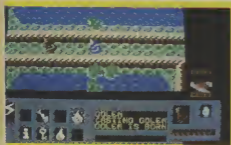
▶ Action with subterranean world.



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# Enlightenment- Druid II



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Golem

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A wooden  
cross marks  
the spot —  
◀ but  
whose  
grave?



**D**ruid is back with a bang. This sequel offers a huge improvement on the original Gauntlet clone. Remember the original seven spells — how brilliant they were — the Golem, the Fire Spell, the Invisibility Spell — well now get this — *Druid II* features no less than 25 spells.

I won't attempt to list them all — save to say that several of them are totally new like *Recharge*, *Armour* and *Teleport* — all pretty self explanatory but pretty special 'n'oot.

The background graphics are even sharper and more detailed than *Druid I* — which in turn were better than the graphics in any of the

# HANG IN THERE ALL YOU SUPERS

Just 4 weeks to go before your  
fave coin-op driving game  
comes to your own screen!  
The official licenced tie-in

Gauntlet clones and, dare I say, the official version from US Gold.

The reason for the return of the cloaked hero—once described by a very important Firebird person as looking like a 'blue Santa' (draw your own conclusions) is all due to the evil Mage. Apparently this so and so has turned the once peaceful land of Belorn into a hell and its inhabitants into the living, walking dead.

Only you, the wizard Hesrinaxx can right this wrong.

Your task is to journey the tan lands of Belorn and destroy all the demons by firing at them constantly and casting *Deathlight* or *Deathland* spells.

When one of these demons starts to die its colour will start to change and a few more shots should finish it

off—but be careful to dodge its continuous stream of fireballs.

Mapping is essential in this version as it was in the original. Watch CU's Play to Win column for help here—though I must say I am thoroughly enjoying mapping it all by myself.

This is an excellent game—certainly one of the best arcade adventures I've played. It is a timely reminder of the fact that all good designers borrow each other's ideas and then improve on them.

That is how computer games have improved over the last few years anyway, as far as I can see. *The Enlightenment*—*Druid II* I think Firebird have been watching too much Rambo) points the way in which The Gauntlet type of game can develop.

What makes it special is the increased sophistication of the challenge added by all of the extra spells— whilst retaining the essential explore and blast nature of the coin-op game on which *Druid* has been based.

The game comes with a thorough instruction booklet—listing all of the new spells and telling the story of Hesrinaxx the Druid. A spellbindingly excellent game end— from a company that also markets cheapos—a reminder of the home truth—"you get what you pay for"

I, for one, would have no hesitation over handing out a tenner for this game.

Eugene Lacey



Graphics	1 2 3 4 5 6 7 8 9 10
Sound	1 2 3 4 5 6 7 8 9 10
Toughness	1 2 3 4 5 6 7 8 9 10
Endurance	1 2 3 4 5 6 7 8 9 10
Value	1 2 3 4 5 6 7 8 9 10

8

Overall

Improved graphics on the backdrops.



Waste them spiders quickish.



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CBM64/128  
£9.99 cassette £14.99 disk



# It's Tough on the Streets

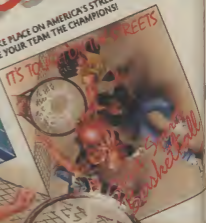
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Take out the punk in the middle window.

64/128  
Infogrames  
Price: £9.99/cass  
£14.95/disk

# PROHIBITION



Waste that fink tap right.

**G**reat, one of those Infograme whodunnit strategy games. Break out the six pack and the family size Cheesy Munchies. Hang on, what's this? No wacky murder to solve? No clue hunting to do? What a bummer.

*Prohibition* is Infogrames' first outright shoot 'em up. Why they should stray from the path that's brought them acclaim, I just don't know. Probably because the shoot 'em up merchants are making more money.

The blurb goes something like this. The police have hired you to eliminate New York's criminal gangs because they can no longer cope with the crime rate — too busy watching Hill Street Blues. So you grab your trusty Tommy (not Tommy of Tips fame) gun and make holes in as many pork pie hats as you can.

In reality, the game is even less of an exciting prospect. In front of you is a street of buildings with lots of windows. The aforementioned pork pie hats appear in them at intervals. So what do you do? Well, you simply shoot at them — no more, no less. It all has a more than passing resemblance to the rather dated coin-op *Streetsight*.

Shooting the villains is not as easy as it sounds. For a start, since you're using a machine gun, your gunstight jerks all over the place, thus making accuracy difficult. Employing what's known as the Rambo technique simply pebbledashes walls, leaving the villains totally unscathed.

You have five seconds to find the villain and fill him fulla holes before he blasts back. In this you're aided by an on-screen direction arrow and



Liquidate that flasher.

a countdown box. A few more seconds can be gained by pressing the spacebar — but you can't do that too often. Get blasted and you lose a life — I think, I say "I think" because there's no display of lives left, or ammo left, or strength left, or anything left. You simply carry on until the title screen pops up.

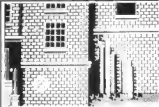
Anyway, so you carry on wasting mobsters. Predictably, villains get more difficult to hit. Some of them need a bucketful of bullets before they'll go down, whilst others crouch low just above a window ledge.

As you progress, you'll find villains in more unusual spots: one pops up from behind a wall, whilst another one makes a pretty good job of looking like a fire escape. When you've finished off all the villains in

the street scene, you move into the building itself. I've never got this far, but I assume the strategy remains more or less the same.

I'm told that the Spectrum and Amstrad versions feature innocent victims and bystanders. These don't seem to have been implemented on the 64. Pity, shooting a few pedestrians might have been more fun than plugging mobsters.

*Prohibition* sets out to be a test of joystick rather than greymatter prowess. And when it's achieved this aim is questionable. It seems to me that no matter how well you line-up your target, hitting it is something arbitrary. This is annoying and doesn't inspire you with confidence to try harder next time, especially since the villains



always appear in the same sequence. How boring can you get?

In mitigation, graphics are well up to Infogrames' standards and there's a reasonable tune that plays throughout. But none of this compensates for a game that's totally lacking in depth or sustained interest. We expect much more for the money — like a good murder.

Bohdan Buciak

Graphics	1 2 3 4 5 6 7 8 9 10
Sound	1 2 3 4 5 6 7 8 9 10
Toughness	1 2 3 4 5 6 7 8 9 10
Endurance	1 2 3 4 5 6 7 8 9 10
Value	1 2 3 4 5 6 7 8 9 10

# 4

Overall



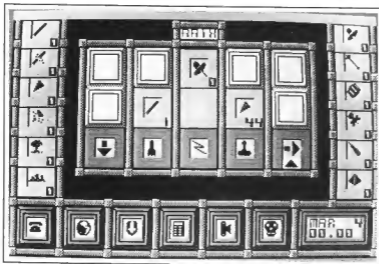
▲ A cluster of Soviet nukes approach the UK.

**Activision**  
**64/128**  
**Price:**  
**£9.99 cass**  
**£14.99 disk**

**S** Or, if you prefer, Star Wars is, as you all must know, a fairly controversial defence policy. In *High Frontier* you are the project leader who must plan staff and resources to construct an effective defence system as the world teeters on the brink of nuclear war.

The game is icon controlled and is played through a series of screens that represent the research and development, espionage, SDI command, threat and world displays. As the President gives you funds and manpower you can assign them to develop any of the eight possible weapon systems. For each stage of a system's research, development and hopeful deployment you need to meet the men and dollar costs represented by

# HIGH FRONTIER

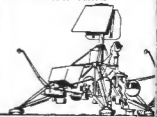


▲ High Frontier — a totally icon driven strategy game.

bars on the screen. Some weapons and some stages take more resources than others so it's inevitable that you won't be able to develop all the systems at once.

The Espionage screen allows you to allocate points to three different information-gathering services that will give you the latest totals of enemy missiles, warheads and the state of Soviet counter-measures to your systems. It's pointless pouring money and manpower into a system that the Russians can stop.

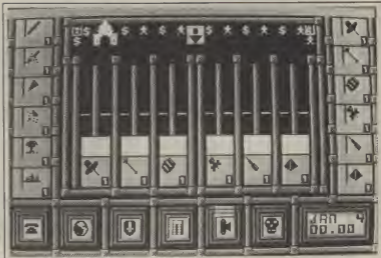
Finally, the Threat screen warns of any increase in Soviet troop movements and the threat of war, and the World screen is used to





show the passage of time until one of the icons flash to show an injection of funds, research breakthrough or Soviet exercises.

To build an effective system you will need as much money and man as you can get from the President. He will contact you from time to time to get a progress report in the form of a percentage of Russian warheads you think you can destroy. To get the most funds you will have to lie. This lies you tell will depend on the President in power. A "Hawk" President will give you funds as long as he thinks the system is working but it's dangerous to let him think it's too effective as war will result. A "Dove" President will only respond to Soviet pressure and will be mean. A realistic one will occupy a middle ground. Whichever President you choose, you will have to take account of the hawk, dove or realistic approach by the Soviet leader and generally overrate the system initial progress and then, tone down its effectiveness when it's actually active to give you extra



▲ The arms balance represented graphically.

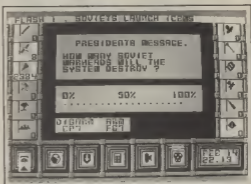
time to get as many systems in orbit as you can before war breaks out.

Your best chance of success and survival is to create a balanced defence system to attack the Soviet missiles (each of which contains multiple warheads) as soon as they are launched, then to take out the warheads as they are released along with their decoys in space and then finally to fire anti-missiles as the warheads begin to fall on American targets. I found the best balance was to take out as many missiles as possible, as destroying one missile will destroy all its warheads before they are released, and then to launch a major attack with (hopefully) two defence systems against the warheads in space, ignoring the third stage usually works and is safer than the third and final stage which, if successful, creates nuclear explosions above the cities rather than on them.

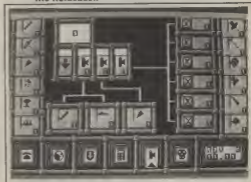
However you can usually avoid that sort of posthumous victory by careful planning, a cool strategy and by using all the game screens. For example, the SDI command screen appears as only a way of checking and arming the system as and when prompted but you should continually check this without prompting as you can launch 10 or 20 rockets carrying a system before the system would prompt you to do this.

*High Frontier* is a good game based on a situation we hope will never happen, but it's slightly worrying that the way to win is to lie to the President!

Tony Hetherington.



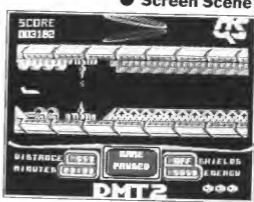
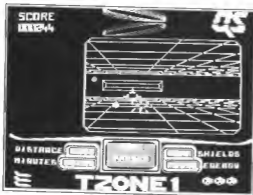
▲ Messages flash up in the centre panel — building the tension and setting the scene for the holocaust.



▲ Sophisticated surveillance systems tell you everything about the enemy.

Graphics	1	2	3	4	5	6	7	8	9	10
Sound	1	2	3	4	5	6	7	8	9	10
Toughness	1	2	3	4	5	6	7	8	9	10
Endurance	1	2	3	4	5	6	7	8	9	10
Value	1	2	3	4	5	6	7	8	9	10

**7**  
Overall



▲ The 3D Tube — nice graphics but a yawn to play.

▲ Much more Scramble-like fun here.

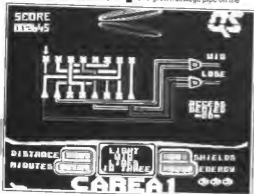
# THE TUBE



**C64/128  
Quicksilver  
Price: £9.95**

With a name like 'The Tube', you'd expect there to be something tubular about this game. Well, there isn't. There's a kind of passage or corridor but nothing that approaches tubular status. The only thing remotely tubular is the drawing of an overgrown sewage pipe on the

▼ Docking on the ship of the bay



cassette inlay.

Anyway, this no ordinary tube. This tube is a scrap collection system used by aliens. The tube sucks in your spacecraft with the intention of turning it into a little pile of scrap metal.

The Tube is eight segments, long with three zones to each segment, it says here. What this means is that you get eight levels with three different zapping screens per level. The first is the Transfer Zone.

Here, supposedly, is where you get sucked into the Tube. What you actually get is a screen resembling the opening part of *Deathscape*, in which you zap asteroids and things from the perspective of your spacecraft cockpit. The idea is to stop them hitting your ship because that gradually drains it of energy.

No matter how much rubble you zap, you still finish up in the DMT & Defence Mechanism Tunnel. Perspective changes here. Now you can actually see your ship (it looks a bit like a space shuttle) and steer it through the tunnel. Not surprisingly, venous bombs and things shoot up and down as you fly through, and there are narrow gaps to negotiate.

The object is to reach the other end of the DMT in order to negotiate the next screen of the segment — the Capture Zone. This is rather disappointing. You get an overhead Uridium-type view in which a few already scrapped ships are strewn around. You must dock with one of these in order to obtain energy

crystals to boost your fast depleting stocks.

But docking is no mean feat. You must meet the alien ship nose to nose to complete the manoeuvre. The problem is that on this screen, your ship becomes remarkably difficult to control.

Even when you've docked, acquiring more energy is no formality. You're confronted by a line puzzle that must be solved within five seconds. Fail to solve it after two attempts and the ship you've docked with helps you lose yet another life.

The Capture Areas can be avoided altogether and you can progress to a higher level immediately provided you have enough energy. But you'll have to negotiate this tricky docking procedure eventually.

That's it really. The asteroids in the Transfer Zone get progressively faster, and the bombs end things in the DMT's a somewhat more cunning. But there's little else to this game. The strategic element amounts to little more than deciding when to use your smart bomb and when to turn on and off your shield.

Graphics are respectable enough, especially in the DMT, in which all manner of weird things are to be found. Some of the bombs look like eggcups floating upwards. There are rows of Beratt-like hoses, pyramids, giant bubbles, spinning satellite dishes — all this to make up for not being able to design a tube.

Despite that, the tunnels are much of a muchness, with only slight variations between them. Worse still, the Transfer Zones all look the same to me.

The Tube is a reasonably enjoyable game but a bit like watching summer telly, they save all the best stuff until the Autumn.

Bohdan Buciak

Graphics	1	2	3	4	5	6	7	8	9	10
Sound	1	2	3	4	5	6	7	8	9	10
Toughness	1	2	3	4	5	6	7	8	9	10
Endurance	1	2	3	4	5	6	7	8	9	10
Value	1	2	3	4	5	6	7	8	9	10

**6**  
Overall



# MYSTERY OF THE NILE



**Thrill** In the perilous, retro style that has become a trademark of the Sega

**Wonder** as their heroes expertly carry them across sun-baked deserts and through palm streets in a quest for adventure and Abu Gahl's destiny.

In this **Realism** and the use of a 3D graphics engine, the Sega team has taken the classic adventure game to a new level. The game is available on the Sega Saturn, Dreamcast and Amstrad computers (MS-DOS, DOS 5), as well as on computer's network.

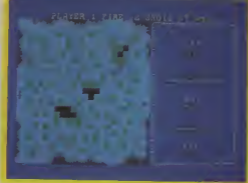
firebird

# COMMODORE USER

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**64/128**  
**Elite**  
**Price: £9.95/cass**



**Y**ou've got to hand it to Elite. They're as sharp as a razor. A licensed game for nothing really is quite a slick piece of work. Well who owns the copyright to Battleships? No-one that's who. People have been playing it for years on scraps of paper. Now another question: who owns the licence to the computer version of Battleships? Got it in one: Elite.

Maybe you've never played Battleships. In these days of Transformers, coin-ops, lesser guns, not to mention bloody computers (go on I bet you've got one.) What you do is try and sink an opponent's fleet which is marked on a 25x26 grid by calling out the co-ordinates. The ships are represented by different shapes of filled in squares on the grid.

What a complete doddle to convert into a computer game! The programmers must've taken about a week out to do this one. But as you should know by now nothing pleases me more than a simple idea well executed. I'm stupid you see. I'm also bored to death by companies who dress a load of

# BATTLESHIPS



**▲ Layout of the ship's formation.**

rubbish up and call it the most brilliant simulation that was ever created.

Battleships has been very neatly programmed. It's incredibly simple to play and ridiculously addictive. Elite have even improved on the area they are weakest, sound, with a reasonable tune and good effects.

On loading you are presented with a random placing of your boats on



**▲ A hit!**

the grid. If the layout doesn't please you then you can flip the shapes around on diagonals or move them somewhere else. If you're playing the computer you'll go straight into battle, but if a friend is playing you'll have to look away while he goes through the same routine. No peeking now.

The one other thing to remember is to set the options screen to *Salvo*, otherwise you have to go through the appalling tedious process of firing at each other one shot at a time. *Salvo* gives you four shots for every ship remaining.

Once you begin it's all down to

strategy, oh and a fairly large dollop of luck. Unless you're psychic or Doris Stokes' little boy/girl you're going to have to grope around firing randomly or in patterns until you hit something. Being something of a naval type of Cap'n Patterden despatched blubbery (endubbers Skipper 'Killer' Kelly and 'Poopdeck' Patterson in swift succession and then followed up by doing the computer as well. The computer isn't that bright, I know, because not only did I beat it, but it misread a very obvious pattern it should have shelled to take out my cruiser in one game.

When ships do get sunk they disappear slowly from sight and are replaced with a little lifebelt and the letters S.O.S. And when the enemy fleet has been sent to Davy Jones' locker what's left of your fleet sails past triumphantly.

Everyone laughed at Steve Wilcox, Elite's boss, when he suggested Battleships as a computer game. Now he's doing the laughing.

Mike Patterden



Graphics	1 2 3 4 5 6 7 8 9 10
Sound	1 2 3 4 5 6 7 8 9 10
Toughness	1 2 3 4 5 6 7 8 9 10
Endurance	1 2 3 4 5 6 7 8 9 10
Value	1 2 3 4 5 6 7 8 9 10

**8**  
**Overall**

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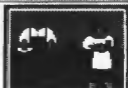
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YOU ARE INDEBTURED TO HARD LABOUR ON A SUGAR PLANTATION. ONE DAY YOU CHANCE UPON SOME SMUGGLERS IN A FAR CORNER OF THE FIELDS. THEY CASUALLY ASK, "WHEN DOES THE TREASURE FLEET ARRIVE AT RIO DE HACHA IN 1620, MR. CLAYPLUKE?"



PRESS TRIGGER TO CONTINUE

INSPIRED BY THE TALE, YOU SEEK SUPPORT FOR A VOYAGE FROM ARISTOCRATIC FRIENDS. "WHAT DO YOU KNOW OF THE WEST INDIES?" THEY DEMAND. "DO YOU KNOW WHEN THE SILVER TRAIN ARRIVES AT ST. THOME IN 1600, MR. CLAYPLUKE?"



PRESS TRIGGER TO CONTINUE

▲ What's this? A pirate called Claypluke?

▲ Tales of derring do on the high seas

# PIRATES!



**C64/128**  
**Microprose**  
**Price: 14.95/cass 19.95/disk**

**M**icroprose take their simulation seriously. So when they bring out a game called *Pirates!* complete with an 88 page booklet and historically accurate map of the Spanish Main you know it's going to be as near as you can get to the real thing without getting your feet wet.

There are ways to beat the game: you can either set sail straight away, hope for some good luck and learn things on the way, or you can read the instructions from beginning to end before you even pick up the joystick. But this is no ordinary instruction manual, it tells you much more than how to load the game and which way to push the joystick. The booklet also contains historical notes on the political and social history of the period, the geography of the area, fighting

tactics, and other advice in the form of 'The Memoirs of Capt'n Sydney'. An apprentice Capt'n can learn more from one of Capt'n Sydney's colourful tales than he would in a month of sailing.

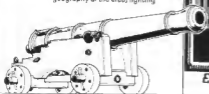
The object of the game, is to get up to the sort of things that 17th

century pirates got up to. In other words, find yourself a ship and a crew to man it, set sail, attack and plunder other vessels, raid other ports, trade with merchants, find treasure, and all that sort of thing. But don't get the idea you can go around plundering willy nilly. Oh no. This is a simulation you see, not a seafaring free for all. You've got to behave yourself and think about the consequences of your actions just

like any self respecting sea captain worth his salt.

As in any good simulation, there are a number of scenarios in which offers you a different degree of difficulty and present different problems. *Pirates!* offers you the opportunity to become an English Buccaneer, a French Buccaneer, a Dutch Adventurer, or a Spanish Renegade. You can select a level of difficulty from Apprentice, through Journeyman and Adventurer to Swashbuckler. Furthermore, at the start of a game you can select a special ability at which you will have particular prowess. You can choose from skill at fencing, skill at

▼ **Rondy Claypluke bottles it out with Cap'n Buckle**



navigation, skill at gunnery, wit and charm, and skill at medicine. Skill at fencing is recommended for novices.

In addition to those options you can go on a famous expedition. These are one-off voyages in which the conditions emulate those of an actual historical event. The only difference being that you are in command and not Francis Drake, or whoever. The famous expeditions you can choose from are:

**Francis Drake, 1573:** Where Drake ambushed the Spanish Silver Train and gained a fortune in gold.

**Piet Heyn 1628:** Heyn raided the Spanish Treasure Fleet off Havana and got away with 46 tons of silver for which the Dutch Government were very grateful. It ruined the Spanish economy though.

**Lollonais 1666:** It means 'the man from Ollone, his real name was Jean-David Nau and he was a complete b\*stard. He seems to have spent most of his time killing and plundering for only modest rewards. Nonetheless he became wealthy, but went back for more and ended up clubbed to death.

**Henry Morgan 1671:** as in Captain Morgan rum. Morgan sacked Panama, became fantastically wealthy, was knighted, and retired to Jamaica where he drank himself to death. That's the way to do it.

**Baron de Poentis 1667:** the baron invaded Cartagena in order to stick it to the Spanish (with whom, in addition to the English, the French were at war). He came away with lots of loot, but paid his men a pittance, so they went back for more -- and got it. De Poentis is significant because his was the last great expedition involving buccaniers.

You'll have gathered by now that *Pirates* is not *really* an arcade. How you go about being a pirate is by the kind of arcade/adventure mix that everyone is familiar with. All decisions are taken by moving a cutlass pointer on a menu bar.

Whilst in port you can visit the governor from whom you will get the latest news and political information. If it is a friendly port and you have not attacked any of their ships (and they're not at war with your country!) the Governor might even give you dinner. If you have been very successful in fighting his enemies you may even get a *title* and a *piece of land*. The local tavern is a good place to recruit crew and buy information. If you're getting a bit tired with your expedition you can divide the plunder with the crew and start out afresh. Whilst in town (or any where else) you can also get additional information. You can read the ship's log, check your individuals and the party's status, or get your bearings from a sun sight.

But of course piracy is about more

than going into town for the shopping and a bit of a gossip. If it's fighting you're looking for you'll find it both at sea and on land. Sea battles begin with the sighting of sails on the horizon. If you decide to investigate the lookout will tell you what kind of ship it is and what colours she's flying. Once you have closed for battle the tactics are up to you.

The display shows each ship in the water. You can turn to port or starboard using the joystick and raise and lower the sails similarly. At any time you can close on the enemy ship and board her for a sword fight, but it's as well to give her a few broadsides first. That shakes them up a bit. Once you've boarded you engage in a swordfight with the captain of the other vessel.

First you can decide whether to use your rapier, broadsword or cutlass, each has its own special advantages. Swordfighting moves are carried out by joystick movements similar to those used in other one-on-one fighting simulations, but result in combinations of moves. While you are fighting the enemy captain the fighting carries on all around you. You don't see it, but the success of your crew depends on its morale and its morale depends on how well you are doing against the enemy captain.

The morale of the respective captains is displayed at the bottom of the screen and ranges from wild! (pretty good) to panic (not so hot). When the crew panics, or its number is reduced to one, a single blow to the commanding captain will bring about a surrender. So the way to win sea battles is either to attack with superior forces, or send your crew wild with a display of courage and skill with the sword so that they can win even though outnumbered.

You needn't confine your pirating activities to the high seas. You can also attack towns and forts both from the sea and from land. Each method has its own tactical considerations. When attacking from land you must control groups of men with muskets. Manoeuvre them into advantageous positions, using the woods for cover and they will fire on the enemy as soon as they are in range. If you are successful in forcing the enemy to panic they will run for it and you can storm the fort where a sword fight will take place on the ramparts. Once again you must lead from the front, raising the morale of your crew with an exhibition of heroic swordsmanship. Alternatively you can take the fort from the seaward side, but you must land close enough to the fort so that the men will march to it and, of course avoid being hit too many times by the fort guns.

YOU DECIDE TO ESCAPE THIS LIFE OF DEBT SLAVERY. YOU ASK SOME LOCAL SEAMAN ABOUT JOINING THE 'BRETHREN OF THE COAST'. "HAVE MORE!" THEY REPLY. "BUT DO YOU KNOW WHEN THE SILVER TRAIN ARRIVES AT CUMANA IN 1660, MR. CLAYPLUKE?"



PINK TRIGGER TO CONTINUE

▲ These pirates still want to know about that silver train

AFTER WAITING MONTHS IN A FOUL PRISON, THE JUDGE HEARS YOUR CASE. "YOU COMMON SCUM DON'T TAKE THE LAW SERIOUSLY!" HE SNARLS. "TRANSPORTATION TO THE COLONIES FOR TEN YEARS HARD LABOR WILL TEACH YOU SOME HONEST WORK!"

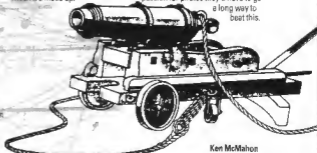


... ..

▲ Oh dear, Claypluke is sent to the colonies by the judge. Can't wait to read his diary of imprisonment

Describing the various aspects of pirates doesn't really do it justice. For one thing it's such a complex and extensive game only a general idea can be given here. Secondly, the game is much more than the sum of the arcade elements from which it's made up.

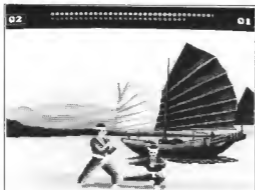
In terms of realism, historical accuracy, gameplay and fun, *Pirates* has it all. It's a hundred times better than the other so-called "swashbuckling simulations" I've seen and if anyone else was planning to cash in on the current passion for pirates they'd have to beat this.



Ken McMahon

Graphics	1	2	3	4	5	6	7	8	9	10
Sound	1	2	3	4	5	6	7	8	9	10
Toughness	1	2	3	4	5	6	7	8	9	10
Endurance	1	2	3	4	5	6	7	8	9	10
Value	1	2	3	4	5	6	7	8	9	10

9 Overall



Nice junk in the background — the game is OK though.



The beat 'em up boom hits the Amiga.

# AMIGA KARATE

Amiga  
Eidersoft

Price:  
£19.95/disk

Yes, Karate Games are all the rage again, and here is one of the first Amiga beat 'em ups. But we've got none of these funny titles, no *Exploding Fists* or *Ninja Masters*, the game is quite simply called *Amiga Karate*.

But simple it's not, and when you get to 7th Dan well... anyway that's not important right now.

Now most good games have a plot of some kind which puts you in the mood for a bit of the old joystick wiggling, but I am afraid there doesn't seem to be one this time. Nope, no story telling how your kid sister was beaten with a hot chopstick or how the village tyrant made everybody give up chicken fried rice.

And to do that, you need skill, courage, dedication and a good firing thumb. But as we all know, most gamers come with these features as standard.

Having been thrown into the ring with a bloke who could put Bruce Lee to shame, things start to look bleak. In fact they look even bleaker when you look at the instructions and find that they are in another language!

But, as luck would have it, I finally found the English ones, which were hiding under a full stop.

However, learning the moves wasn't too difficult, and I soon decked the would-be Charlie Chan. It was after a few bouts that I discovered the programmers' humour.

Fighting with a few white belts is OK, one at a time nice 'n' easy like. Even when some little b... started throwing shurikens about all over the shop I managed to dodge and weave saving my knee caps from a close encounter of the fetal kind. It's when you have to fight two blokes, yellow belts no less, at the same time with death stars still flying about that you can start to worry.

Well, anyway, before you progress to the next belt you have to go through a special bonus-type screen. If you don't make the bonus screen then you lose a life and have to try again. Muff it three times and the game's over. Some bonus!

Just imagine it. There you are,

having just beaten five brown belts, feeling really proud and then you get trashed by a couple of flying china vases!

Vases? Oh yes, the bonus screen involves kicking or punching at vases in order to break them and go on to the next level.

While you're fighting the hordes, you can't help noticing the really smart backgrounds which have been created for you to fight in front of. There are five different colour backgrounds which depict various settings from Buddhas to boats and houses and H'oriental temples.

Sound, too, is quite good, featuring digitised screams and background noises like birds tweeping, sea lides flowing and the odd bit of local gossip. The loading music is excellent.

Have I got anything to moan about? Well, the animation is very wooden. Just look at the front kick, no knee bending! Also the hit scoring system is a little stupid, it should be more like *Fier or Ant Karate*. After all, I think a flying number 47 in the gob would knock you over, don't you?

Overall a fairly good game, but not really what we should expect from an Amiga.

Chris Cain



Beautiful detail on the backdrop.



Graphics	1 2 3 4 5 6 7 8 9 10
Sound	1 2 3 4 5 6 7 8 9 10
Toughness	1 2 3 4 5 6 7 8 9 10
Endurance	1 2 3 4 5 6 7 8 9 10
Value	1 2 3 4 5 6 7 8 9 10

8  
Overall



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two other scenes from the film, and converts them into an excellent combat/fighting game which really does the Amiga justice.

Using a joystick, rather than the Amiga mouse, you take on the role of Daniel LaRusso. Unfortunately, unlike the film, you have no guarantee of success, and instead must fight your way past various

than some

The opening screen shows you and your opponent 'facing off' until one or other makes the first move. The rest is mayhem. Fists and feet fly in all directions and soon it becomes apparent that you have lost. After a few practices at the first screen, together with a long look at all the moves described in the manual

(something which, after many years of playing all sorts of computer games, I regard as some kind of failure on my behalf!) suddenly Jagan to make some headway with my first opponent.

Wham! A roundhouse kick to the head. Swah! A back somersault quickly followed by Crack! A high punch to the chest, and I am on my

# KARATE

# Kid

Price: £24.95

Amiga Microdeal

**B**est 'em ups have been popular for years on the 64 with games like *Way of the Exploding Fist* spawning dozens of clones. The Amiga has yet to see any really good fighting games. This is all set to change with the release of *Karate Kid Pt II* by Cornwall-based Microdeal.

Anyone who has seen the film will know that it is a slightly above average American good-guy versus bad-guy film about a young martial arts fanatic, Daniel LaRusso, and his ageing mentor Myagi. In the film, they travel back to Myagi's South Pacific homeland (to say goodbye to Myagi's dying father) only to find an age-old conflict waiting for them. As with most of these films, the climax is a lengthy martial arts fight in which Daniel fights back, against all odds, to win against an initially superior opponent, Kung Fu Rocky!

The game takes the idea of Daniel's various fights, together with

baddies, most of whom are, at least to begin with, far faster and better than you. Anyone not used to a good game on the Amiga, would be stunned by the quality of both the graphics and the sound of both the Karate Kid's loading sequence. With what looks to be a digitised version of the game's poster on screen, and a computerised version of Peter Cetera's 'The Glory of Love' playing along in the background, it is simple to see why the phrase, 'interactive cinema' is the latest hype-buzz word to describe various games on the Amiga.

As you begin the game, your first choice is whether you want a one or two player game. Once this has been decided, you enter the game proper. Although having seen the film will not help you play the game, many of the scenarios have been faithfully recreated by Microdeal, and in this sense, the game is a much more acceptable film tie-in



Daniel shows some water where to get off.

Indoor kicking — brilliant detail on the tiger.

Rustic Japanese scene complete with rustic Japanese Motorbike(?).



C.U.  
Screen  
Star

way to meeting the next opponent. Although scoring is an important part of Karate Kid, and indeed only good hits are rewarded with points, the real aim of the game is to progress, and this is achieved by reducing your opponents strength to zero (indicated by a strength meter to the right of his score). Certain attacks score better than others, and it generally follows that the more complicated the manoeuvre the higher scoring and more effective the result.

All told there are ten offensive moves, including high kicks, sweeps, roundhouses, and various punches, as well as forward and backward somersaults, duck and jump. Having played games such as International Karate and Exploding Fist on the 64, Karate Kid is a genuine improvement. No longer

are all the moves dictated by limited memory and poor graphics. In Karate Kid the moves are all as smooth as silk, with knee and elbow movement clearly discernible as you or your opponent fly through the air. The characters are not quite as big as they could be, but they are so well animated that this can easily be ignored. The backgrounds too are immaculately drawn, with amazing attention to detail.

Sampled sounds accompany each punch or hit. These are fine. One thing that did get on my nerves, however, was the music which played almost non-stop throughout the game.

In all there are 11 different fighting scenes, starting with inside a dojo (apparently where karate fans practice) and go on until you meet the final encounter with Choazan in the Castle of King Shohashi. As well as these screens there are two bonus screens, and it is these which sold me on the game the first time I saw them.

One of these challenges you to



▲ Oriental lakeside — check out the detail on the water.

catch a fly, something I have only managed once. This is rewarded with a healthy bonus, depending on how quickly the fly is caught.

The second bonus screen is simpler. You, as Daniel, must break as many vertical slabs of ice as you can, up to a maximum of six. Unfortunately you only have your hand to do it with. To achieve the perfect result and destroy all the ice you must waggle the joystick as fast as possible, pressing the fire button at peak speed and releasing in when contact is made with the ice. To help you gauge the speed of your wagging, there is a drum in the top right hand corner.

Both screens use the Amiga's graphics to the full, particularly the latter which apparently uses digitized pictures from the film.

My biggest criticism of the game is the unsatisfactory way in which it finishes. The one time I managed to

defeat all the baddies, and even win the final conflict, I was confronted with a drum on the screen and some instructions that told me I must now learn the secret of the drum — or die. Not surprisingly I took the easy way out and died! What secret? How on earth should I know what they are talking about? Ah well, maybe I'll just have to phone Microdeal and ask.

That criticism apart, Karate Kid is an excellent game. Apart from Starglider, it is probably the best UK sourced Amiga game.

Although converted from the Atari ST, Microdeal have had the good sense not to rest on their laurels in the conversion, but to use the added graphics on the Amiga, and to add six more action screens, which drastically improve the game's lastability. Exciting business reviewing Amiga games these days

Francis Jago

Graphics	1	2	3	4	5	6	7	8	9	10
Sound	1	2	3	4	5	6	7	8	9	10
Toughness	1	2	3	4	5	6	7	8	9	10
Endurance	1	2	3	4	5	6	7	8	9	10
Value	1	2	3	4	5	6	7	8	9	10

**8**  
Overall

▲ All this and extreme violence too...



Myagi (schizophrenia seems to be a big problem) where, armed with only a pair of chopsticks, you must attempt to catch a fly that whizzes around the screen. Graphically this screen differs from the others in that the only moving parts (bar the fly) is the arm and hand of Myagi.

C.U.  
Screen  
Star



# THE ARMAGEDDON MAN



The year is 5000 AD, and the world is balanced on a knife-edge between order and destruction. The last thirty years have seen an enormous expansion of the world's nuclear arsenal. There are now 12 nuclear superpower nations, each with the capability to trigger the final destruction of mankind - Armageddon.

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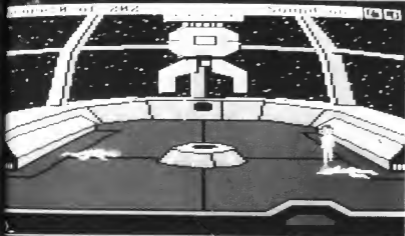
Each game comes complete with a comprehensive instruction booklet, a colour vinyl map of the World, 2032 Events (25 x 14" grid) and three of myriads of data files to help predict the course of world events.

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## Screen Scene

◀ Cockpit view — but a cock up of a game.

Sarians, are trying to capture the all-important Space Generator, and that you, Roger Wilco, are the only man who can render the Generator useless and thereby save the entire universe.

The graphics have to be seen to be believed. With background reminiscent of early Vic 20 games in their lack of resolution and imagination, it would take a painfully naive man to believe the quotes on the back of the packaging were written in good faith. Nor are the characters any better. When I first saw the game, I was struck by the resemblance to early Ultimate Play the Game arcade adventures on the Commodore 64, with each leg drawn from three pixels, the middle one supposedly representing a knee!

Although I am not sure, it seems likely that the American company that produce this game, Sierra On-line (or plain Sierra as they now seem to be known) have ported Space Quest from a machine such as the Commodore 64 and done little, if anything, to upgrade it to the Amiga. Even the animation is poor, with screen flicker and jerk frequently evident.

Perhaps not surprisingly, judging by the rest of the game, the sound is also very poor. Small spot effects, which amount to little more than occasional squeaks and bangs, and a dreadful tune to start is not really up to scratch, especially when compared to the fabulous tunes that accompany *Starjiver*.

Another incredibly annoying thing about Space Quest is the continual disk access that seems to be necessary. As everyone who uses the Amiga knows, the disk drives are hardly fast in normal use, but somehow Sierra have managed to slow them down even more, to the extent that each time you move from one location to another within the game, you must sit through a good 30 seconds of grinding and banging as the disk searches for information. Control of Roger Wilco is by mouse, joystick or keyboard, but the real problem is the speed at which he moves. Sloths are more agile! Even if you map the game, it is also too easy to get bored to sleep before you can ever find somewhere new. Not even the fact that the game is not first on the Amiga in which the actions of your man are dependent both on joystick and text input makes any difference, this game's dullness runs very very deep.

Francis Jago

# Space

• Amiga  
Sierra  
Price:  
£19.95/disk

Although I would prefer not to describe myself as gullible, I do have a little self-esteem left. I would willingly accept that I am an avid consumer. However, years of playing computer games has taught me the ability to spot a really bad game a mile off, however well it is disguised.

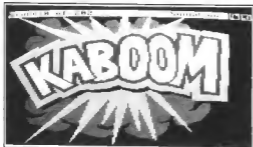
Space Quest is just such a game. Looking at the lavish packaging you

◀ Kaboom — now there was a good game.

would immediately think that the game was everything you had ever dreamed of in an arcade-adventure for the Amiga. Delve a little further, however, and this dream will turn into a nightmare. When I was first given the game, a quick scan of the back of the box, generally a good way of gleanng info, revealed that Space Quest was an arcade adventure with (to quote the blumph) "Out of this world three-dimensional graphics". Now either Stevie Wonder wrote these words, or they are absolute rubbish.

The game starts with a pretty poor opening sequence, especially compared to the likes of the *Karate Kid II* (reviewed elsewhere in this issue), and gets even worse.

You take on the role of Roger Wilco and you must attempt to sort out the obvious mess in which the ship you are on seems to be. A little more reading of the manual will reveal that a group of baddies, the



# Quest



◀ Nice ship — shame about the game.

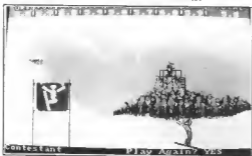
Graphics	1	2	3	4	5	6	7	8	9	10
Sound	1	2	3	4	5	6	7	8	9	10
Toughness	1	2	3	4	5	6	7	8	9	10
Endurance	1	2	3	4	5	6	7	8	9	10
Value	1	2	3	4	5	6	7	8	9	10

2  
Overall



▲ Biathlon: a test of joystick stamina.

▼ Hot dogging: good marks!



# WINTER GAMES

**Amiga  
Epyx  
Price: £24.99**

Just before I start this review, I must tell you a joke which I heard last week: 'What are an Englishman's two favourite days of the year? Christmas day and summer!'. Geddit!! The reason for this humorous break from the usual hard hitting Commodore User Amiga games reviews is that the game I have been testing is about as relevant in the middle of our supposed summer as taking thermal underwear to Greece.

Regular readers of this magazine will already know that I am a dedicated fan of this type of game, and rate *World Games* up with almost anything else I have played. It will not surprise you, therefore, to learn that *Winter Games* too is a cracker. Many of the features are carried over, including the loading and theme music.

*Winter Games* for *WG* as I will now call it, purely to spare my poor fingers from getting cramped is split into 7 separate events, each one of which plays completely independently. Once the opening ceremony has taken place, you are faced with the choice of competing in all the events, competing in some, viewing the world records, or simply practising.



◀ On your marks.



### ▲ The ski jump — looks good, even in black and white.

Having played this type of game before, and generally being a pretty self-confident guy I jumped in and took on all events. After entering my name and choosing a country to represent, I was confronted with an event that had me instantly baffled: **figure skating**. After five minutes reading of the manual (which, incidentally, is both clearly written and informative), I got the gist of what had to be done, and began. One minute later, after the worst skating routine imaginable, and a score of 0.2, I was back at the manual searching for clues! It turns out that it is not good enough just to skate forwards and backwards, but that you must perform a certain number of tricks, and all within a specified time.

God must have taken my vow literally, for it turns out that the next event is **free skating**. Using the same impressive graphics as figure skating, with a huge and excellently animated female character moving effortlessly (unless I am in control) across a shimmering rink of ice, free skating plays identically, except that there are no set routines. Ah, I thought, a chance for me to improvise. Obviously the judges were not impressed, and I managed the fabulous total 1.2!

You can imagine my dismay, therefore, when I saw that the next event was **speed skating**. Not more skating!!! In fact, turns out that speed skating is a much simpler

task, that relies less on dexterity, and more on rhythm and timing. The concept is simple enough: you must race the computer over a 300 metre course as fast as possible, although in practice the only real challenge is improving on your own times. Again the graphics are good, if not quite up to the high standard of the rest of the game.

It was on the next event that I knew I would get hooked: **hot dogging**. As a sport I am unlikely ever to try, especially as the thought alone makes me feel uncomfortably queasy, this is one of the best to play on a computer. The object is to jump off a small ramp and perform as many varied stunts as possible before you land smoothly on the ground. There are a total of 6 different stunts, all of which receive different scores, by combining two it is even possible to score a perfect 10.

Of the stunts, the most dynamic are back flips and mule kicks, both of which look completely impossible. As with all of the best games (or in this case events), when hot dogging you find yourself gripping the joystick like a vice, and only when you have landed safely do you realise quite how much effort you have put into this supposedly relaxing pastime.

**Hot dogging** is followed by two more ski orientated events, ski jump and biathlon. I may be scared at the idea of hot dogging, but this is



### ▲ Good marksmanship.



### ▲ Not such a good landing.

nothing compared to the terror that fills my body every time I watch television and see people throwing themselves off jumps with only two small strips of wood between them and the great beyond. On a computer, however, it is all very much more palatable.

The event is split into two sections; the first of which sees you leaving the ramp, and the second, hopefully, sees you landing. In between these two, you must use the joystick to keep your character in the optimum position for flying, in order to receive points for both distance and style.

**Biathlon**, on the other hand, is an event for people with a steady hand and a calm nature. The object here is to ski around a course, stopping occasionally to shoot a series of targets with a rifle. This may sound simple, but when you realise that the course is very hilly, and that your heart rate is continually measured, you will realise that there is a very difficult balancing act to be maintained. Go too fast, and you will not be steady enough to hit the targets (thus losing valuable points), go too slow, and your time will be poor.

As with almost all the events, the graphics during the biathlon section are excellent, right down to the beating heart displayed in the bottom right hand corner.

As with all the Epyx sports games I have played, the most exciting and

challenging event has been left to the end. The bodied run uses quasi three dimensional graphics to give you control of a two man sled down a long and very windy course like the Cresta Run.

Using a split screen, the left half showing the course, and the right you in your sled, the event is the real high point of IWG.

As with all Epyx games, what makes IWG stand head and shoulders above the competition is the attention to detail. Throughout the game there are little touches that show that the game was not rushed out purely to capitalise on a few extra sales. The sound effects, varying from rhythmic drums to cheering crowds are all excellent, and the graphics are of a standard that few other machines could match. These points, added to a permanently recorded 'World Records' section ensure that Winter Games will become a firm favourite with Amiga gamers. It may not be cheap, but compared to some of the rubbish recently released on the Amiga, it looks like a positive bargain.

Francis Jago



Graphics	1	2	3	4	5	6	7	8	9	10
Sound	1	2	3	4	5	6	7	8	9	10
Toughness	1	2	3	4	5	6	7	8	9	10
Endurance	1	2	3	4	5	6	7	8	9	10
Value	1	2	3	4	5	6	7	8	9	10

**8**  
Overall









**Who better to play Bubble Bobble than a man who spends most of his time blowing bubbles and scoring barrowloads of goals. Tony Cottee comes on down...**

It's a funny old world, isn't it? I mean, there we were, sitting at our desks in CU Towers, wondering what on earth we could possibly write about in our September issue.

It's the start of the football season, observed Euge. The Axe-purifier, Lacey, perhaps we should get some incredibly trendy young strikers to play an arcade game... "What what incredibly trendy young striker could we get?" asked Ferdy. "Bites Yer Legs" Hamiton.

"And what game could he possibly play?" I added, in my typically perceptive way.

"Well, sort it out yourselves", I simpered. Mike "Nobby" Pisswater "I'm going off for a couple of weeks in the sun before the season starts. Anyway, there's only one team in the universe worth supporting, and that's West Ham, and you lot certainly don't have a chance of getting one of their incredibly trendy young strikers to play a game, because they're all much too busy."

And with a haughty wave Cottee had gone. No sooner than the door had slammed, the Ed's Mickey Mouse phone rang.

"Hello, this is CU, home of the CU one, what can we do for you?" piped the cool Ed-man into Mickey's shoe.

"Oh, hello this is Mr A. Publicityperson from Firebird, and I was just calling to tell you that we're going to be bringing out a C64 conversion of that incredibly popular arcade game, Bubble Bobble, you know, the one with the divasatars and the bubbles and the hundred different screens, and we wondered if you'd like to come around to our offices and have a go on the spanking new Bubble Bobble arcade machine which we just had delivered..."

But before the Ed could reply, a blinding Cockney voice came wafting through the window from the street outside.

"I'm forever blowing bubbles! Pretty bobble in the air..." We all rushed over to the window and looked out. There we saw a trendy-looking young man in a maroon football top.

"Where's the young man?" asked the Ed sharply, "and who are you singing that ridiculous song about bubbles?"

"Well, my name's Tony Cottee, and I'm an incredibly trendy young striker with West Ham, and the reason I'm singing this song is that it happens to be our club song, and I'm now in wandering around these parts is that I'm bored of not looking for something to do. Ten minutes later a limo was

resplendent in a white shirt seems to be that Blighty is currently rather spoilt for choice when it comes to first class goal-getters—with the likes of Gary Lineker and Clive Allen about, Tony's been a wee bit unlucky. But he's reasonably confident that sooner or later he's going to be a regular first-teamer.

"The good thing is that, because I'm only twenty-two I've sort of got a bit of time in hand. It's not like I'm twenty-six and worrying about time. But obviously time goes quickly so you've got to make the most of the opportunities you do get."

Other current ambitions include being the top goal scorer in the first division and winning a trophy

for West Ham. When we get to talking about his spare-time activities, it soon becomes apparent that between actually playing football, and compiling his famous scrapbooks of each game, he plays (his father started him off on this when he was twelve) and now the Tony Cottee scrapbooks number sixty and rising), there's not much time left for doing anything very much. When he gets a chance he does have a go at most other sports, and mentions among his favourites tennis, swimming, snooker and golf. He's also a fan of soul music and has been known to attend the occasional Luther Vandross concert. And how

# TONY COTTEE PLAYS BUBBLE BOBBLE

# Blowing

TC prepares to put another one away



speeding us to Firebird's sumptuous West End skyscraper.

Tony Cottee is great. England's brightest young prospects. Aged just twenty-two, he was the third highest scorer in the league last season with a whopping twenty-nine, and has been West Ham's highest scorer for three of the past five seasons. As a nipper Tony's Dad and Grandad would bring him along to the terraces to watch The Hammers play, and when he left school six years ago he went straight to his favourite club. Within a year or so he's a star at Upton Park. Tony was the top scorer in a first team place.

He's even played wide for England — but so far only as a substitute.

"Well, they all want", he says of his brace of caps, "but one of my main ambitions is obviously to play a full game for England. Starting off an international career would be a major achievement for me."

"The main reason we haven't seen you in goals of Tony





points. I'm starting to get the hang of it now. You need, I would say, about half an hour's practise on any machine, and you'll get used to it."

Dear dear, all this excitement is too much for me! Besides, I just hate being bothered. We take a break from the action, and Tony tells me about his plans for the future.

"Well, I'd love to go abroad to be honest, that's something I've always wanted to do."

What? Leave West Ham and Blyth? Where would you go?

"Well, I think I'd rather go to Italy. It pays well there, but it's not just a financial thing — there's just so many good players over there. I know people like Maradona and so on. I think it's the best League in the world, certainly the most difficult."

So the message seems to be, West Ham fans, see him while you can, he won't be here forever. Finally, I ask him to give me a versa



# Bubbles

about computer games, I hear y'all ask?

"Well, I've never bought a computer or anything like that. But if we went to a hotel or something before a game, and we had a bit of time on our hands, I'd always have a game if there was an arcade machine about. It's something I've always enjoyed doing, playing arcade games."

Favorite games include the likes of *Galaxian*, *Destroyer* and *Space Invaders*, many of which he got into while on holidays with his brother at a youth hostpro. Has he played *Kick 'n' Run*? Well, no, but he has had a bash at World Cup.

But enough idle chatter, methinks, let us bounce the game. *Bubble Bobble*, for those few of you who have not actually seen it in the flesh, is not exactly *ver average* spacegame shoot 'em up. No indeed, in *Bubble Bobble* our hero is a cute little dinosaur who, through some bizarre genetic accident is able to blow a stream of bubbles at his myriad foes. It's basically a platform game in which various little nasties come for you (the wee brontosaurus) and you have to disarm them by trapping them in a newly blown bubble. The baddies move down the screen, bouncing from platform to platform, and the bubbles float upwards. If you succeed in jumping into one of the bubbles with which you've already enveloped a baddy, it bursts and its contents fall to the

ground, miraculously transformed into a tasty piece of fruit to be picked up. As bubbles points other objects to be scooped down the screen: some, like running shoes (which double your speed), bolts of lightning (which zap everything on the screen) and lumps of toffee (which give you extra lives), are definitely worth jumping into; others, like fireballs, should be avoided at all costs. If you don't fancy being lapped head over heels in losing lives.

There are literally scores of different screens, each one with a different arrangement of platforms, and somewhat their own personal ad nasties which require special attention. You can bounce up the screen on your own rising bubbles by keeping your finger on the fire button, and you can move very rapidly down again by hitching a ride on the occasional "waterfalls" which you trigger by bumping into certain mysterious objects. There's also a two player option, whereby you and a mate can cooperate in "bubbling" the enemy, and are still compelled by seeing who manages to pick up the most points.

And so I was a confident back who stepped up to the plate, not expecting to be much troubled by his youthful opponent. I got in your useless — MP. Also, it's not become clear that, even if you get as many screens as you possibly can at the art of game playing, young Tony

was a mean hand at blowing bubbles at small unpleasant creatures. He also had a talent for poaching — often I would capture a baddy, only for him to jump into the appropriate bubble and pick up the real points at my expense. Until you get to know the game really well, you're liable to be surprised from time to time by the unexpected effects of bumping into and inadvertently picking up certain objects.

At one point the catchy background music is replaced by a huge crash and everything on the screen bounces into a piece of toast to be gobbled. How did ya do that, Tony?

"I don't know," replies the sweating and mystified striker. "Every now and then something happens that's not an umbrella a minute ago, but I don't know how."

But neither of us had any modern ideas what he's doing, one of us doubted — I'm sure you had! Oh my, Tony, what's the score? How can I score 100,000 and I'm a measly 417,307? What are you doing there, not?

"I don't know, really," the modest footballer tells me, "You just really try to blow out as many bubbles as you can, and then hop into 'em for

of that song of songs, "I'm forever blowing bubbles", and he obliges. What a voice, Tony! Can we expect to see some Hoddie 'n' Waddle-style antics from you in due course?"

"No, no, no, certainly not, I don't think I'll be doing anything like that!"

Not even if you were offered hundreds of thousands of pounds...?

"Weeellll... for lots of money, I might, you never know."

And, with a twinkle in his eye, this charming and talented goal-grabber floats off.

Early morning, CU Tavern, a United Mike Pattenden strides into an empty office just back from his tonight's "relaxation". What, no in yet? he snarls. He flings his Glaxo carrier bag onto a distant corner, slumps into his chair and throws the flask of sodas down on the desk. I wonder did those idiots look anything about getting an incredibly trendy young street to play an arcade game? From his blazer pocket he pulls a brand new West Ham season terrace ticket, and contemplates it.

"Nah... how could they? None of 'em know anything about soccer."



# Arcades

## STREET FIGHTER

Capcom

(1 x £1)

It's a classic arcade game, Street Fighter, which has been ported to the home console market. The game is a 2D fighting game, and it's one of the most popular and successful fighting games of all time. It's a game that has inspired a whole generation of fighting games, and it's a game that has become a cultural phenomenon. Street Fighter is a game that is easy to learn, but hard to master. It's a game that has a rich and varied cast of characters, each with their own unique fighting style and personality. Street Fighter is a game that has stood the test of time, and it's a game that is still being played and enjoyed by millions of people around the world.

Challenged in the land of the rising sun.



Battered senseless in Great Britain...



Chopped to the ground in China.



... and annihilated in America!



Street Fighter is a classic arcade game that has been ported to the home console market. The game is a 2D fighting game, and it's one of the most popular and successful fighting games of all time. It's a game that has inspired a whole generation of fighting games, and it's a game that has become a cultural phenomenon. Street Fighter is a game that is easy to learn, but hard to master. It's a game that has a rich and varied cast of characters, each with their own unique fighting style and personality. Street Fighter is a game that has stood the test of time, and it's a game that is still being played and enjoyed by millions of people around the world.

GRAPHICS:	7
SOUND:	7
TOUGHNESS:	9
ENDURANCE:	6
VALUE:	5
OVERALL:	6



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# Arcades

## R-TYPE

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▲ Sea-worms to shrivel ...



▲ Coral-horrors to cremate ...



▲ Living fossils to liquidate ...



▲ And much, much more!



▼ How do I get out of this one?



▼ And what the hell is that?

GRAPHICS:	10
SOUND:	8
TOUGHNESS:	10
ENDURANCE:	9
VALUE:	9
OVERALL:	9

Pinball is back with a zephyr of mega-machines. Camp-themed cases' Hamilton checks top-rated tables, talks to the pros and pinball wizards, and tells you how to buy your own for less than the price of a 64.

# Flippin' 'eck!

## IN THE BEGINNING...

**B**efore the exciting first games, the '80s found pinball machines in a state of near-death. "I was into them," says game designer Howard Stern. "I was into them, but then the recession hit, and the culture changed. Most people got their own computers, and a cultural revolution struck. Suddenly, people were playing video games like a fever, and that's the way it was."

Stern and his pals at Stern's still believe that the game should be a thousand dollars, not a million. It

didn't seem to matter to him if he had the balls, and he'd charge five times as much to send it to his customers. In the past, he'd charge a way that would send him to the hospital. But Stern had a different score and knew how to strategically control the market in a big way.

Stern's big reward came when he started making new games.



...and it was a great success. Stern's idea was to make the machines by computer, and the idea was to make a game that was fun and easy to play. It was a big hit.

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Not only has the artwork spectacularly improved, pinball machines there has also recently been a technology boom, and unsurprisingly the top manufacturers like Bally and Williams are launching a new attack on the back of the



The side doors of pinball are an important, often-forgotten by game's fans. Annual Chicago game conventions are usually packed with a show that I say is the ultimate showcase of the modern pinball scene, it is not a game in itself.

The game is still a party. Despite 1997's more "realistic" theme, the designers are making the playfield less scary than the pinball ball's movement — a solidly working device designed for the child's market. But if you're not a parent, you'll find the most interesting of a recent trend: taking off the top and down into the game, and putting out of the game's golden oldies — *Pinball*, *Pinball*, and *Pinball*. The designers, as well as being extremely brilliant sound-wise, is also very funny. With you knock out the tokens and spot the **CAST** — a Pinball on all



▲ *Pinball* — a cult of trendy pin table

## Pinball flips back

They're back, ready to flip back in pinball. The new pinball games are designed to be fun, but also to be a challenge. The new pinball games are designed to be fun, but also to be a challenge. The new pinball games are designed to be fun, but also to be a challenge.

1997's new pinball games are designed to be fun, but also to be a challenge. The new pinball games are designed to be fun, but also to be a challenge. The new pinball games are designed to be fun, but also to be a challenge.

### Ferdy's Guide to Pinball Speak

I don't know what sort of theme pinball has been living with, right and wrong. I think I'd better explain what the new, and introduce you to a few more. It's a hard game to be in, but it's a hard game to be in, but it's a hard game to be in.

**KUMBERS** — The most things you'll find at the top of the play area. They bounce over ball at over the ball.

**PLUNGER** — The spring-loaded leg that shoots the ball into the hole.

**CLIPPERS** — Good old! These are the things you play the ball with.

**DIFFING or CRASHING** — Making the ball hit the top part of the ball, to help control the ball's path.

**BODY ENGLISH** — A very useful device of hitting at a certain angle to the ball.

**TILTING** — Tilting the machine the ball — a wall that will stop and your fingers will be out of the machine's reach.

**LAZARUS BALL** — When a ball goes behind the flippers and out of play, a player can attempt to hit the machine and bring it back into play. Times of you who are playing like a champion will understand the value of this ball. Lazarus came back from the dead.

**ANTI-BIT BARS** — These are put strategically behind the flippers by the designers to stop players from hitting the Lazarus ball. It's a good idea to know this.

**BACK FLASH** — A warning.

**TOP LIGHT BOARD** — A light board.

So what kind of machine is it? The new pinball games are designed to be fun, but also to be a challenge. The new pinball games are designed to be fun, but also to be a challenge. The new pinball games are designed to be fun, but also to be a challenge.

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The new pinball games are designed to be fun, but also to be a challenge. The new pinball games are designed to be fun, but also to be a challenge. The new pinball games are designed to be fun, but also to be a challenge.



# GAME OVER



**DINAMIC**  
The Game Developers



When you decide to embark on this adventure you will face KAIKAS (mutating angaroos), ORCOS (fierce monsters of the planet DEDRON), LEISER-FREISERS (autonomous search androids, equipped with telescopic cameras and turbo-laser cannon), SHARKLAS CLONICOS (specialists in following trails through the swamp-jungle) ... a world full of dangers.

**The name of the game**

A challenge for the brave. A challenge only for heroes. **GAME OVER.**

**DINAMIC**

SPECTRUM 7-95 COMMODORE, AMSTRAD, IBM X8-95

machine, so get in touch with the P.O.A. if you fancy your chances as a Tommy.

While Euge and Mike were busy at the arcade trying to actually hit the ball with the flippers, and Nick was at the studio with T.F.L.S. trying desperately to do a decent cover version of Reg Swight's pinball anthem — I thought I'd talk to a real-life pinball wizard: please welcome on these prestigious pages, the one and only, World No. 1, Deadly Dave Dutton (sounds of lots of little 16-year-old girls screaming and crying).

Dave, how long have you been playing pinball? (v. boring interviewer's question).

"About 20 years, Ferdy. Since I was eight.

Who did you have to beat in the final to become number one?

"My girlfriend."

Pardon (look of surprise on Ferdy's face, he has finally gone quiet. But how long can this last?).

"My girlfriend."

Did you meet her through pinball?

"No. We knew each other before, but pinball has certainly been a shared interest together."

How long have you been world cham, Wiz? May I call you Wiz? (extreme grovelling tone of voice).

"Since last October, although I did win it before in around '83. But in those days it wasn't world champ because it wasn't as international as it is now."

Has all this fame and fortune changed your life? Are you sponsored by Bally and Williams? Are you a millionaire? Can I borrow your Rolex?

"No, I'm not a millionaire, hell, I'm not even sponsored yet. Although I have been on T.V. and in the papers and basically I've had a lot of media attention."

Have you got any tips for our enthusiastic readers?

"The best one is never take your eye off of the ball, not even to look up at the score, and use the flippers separately, don't think of them as one."

Thank you Wiz. Now how do you fancy your chances this year, in particular against your chairman and former wizard Gary Flower?

"Well, modestly speaking, Ferdy, Gary's the one with

# Flippin' 'eck!



the knowledge, I'm the one with the skill."

Phew!! Well, by now you must all be getting the message: this pinball game sure is one heck of a faberounie way to blow a few hours and ten pees.

So just why is it that find-

ing an up-to-date, well-maintained pinball in this green and pleasant land is like attempting to complete *Impossible Mission* with a single life (i.e. well-nigh impossible)?

Well, for one thing, some rather daft legal wording

yer average games machine, and most arcade owners simply can't be bothered to give these sensitive machines the care they require.

But while such factors have served to push the noble sport of pinball out of the Britain's coin-op limelight from time to time, the sheer physical man-against-machine thrill of the pinball, unreproducible on even the most sophisticated computer game, means that pinball is always assured of an enormous cult following. And what with the current return to vogue of Wurlitzer jukeboxes, antique cadillacs and James Dean moves, we have a sneaking suspicion that this most enduring of designer pastimes may be due for a revival. Remember. You read it here first...

Anyone interested in pinball who would like to find out a little more should contact: Gary Flower, Pinball Owner's Association, "Arcadia", 465 Cranbrook Road, Ilford, Essex IG2 6EW.



## TEN THINGS YOU NEVER REALLY WANTED TO KNOW ABOUT PINBALL AND NEVER BOTHERED TO ASK.

- 1 Best selling Bally/Midway Machine of all time: Eight Ball Pinball Deluxe.
- 2 Famous pinball fanatics: Bruce Springsteen, Abraham Lincoln, Elton John's Mum, Pete Townsend.
- 3 Pinball machine in *All's Cafe in EastEnders*: Werlock by Williams.
- 4 First pinball with flippers: Gottlieb's Humpty Dumpty, 1947.
- 5 Bands with pinball machines dedicated to them: Kiss, Iron Maiden, Genesis.
- 6 Pinball games for the 54: Pinball Construction Set, Raster Blaster, Slam Ball.
- 7 CU team's favourite pinball machine: Party Animal by Bally.
- 8 Pinball machines based on coin-ops: Ms Pacman, Defender.
- 9 Pinball bearing dimensions: 1 1/8 of an inch diameter — have been measured at speeds in excess of 200 miles an hour.
- 10 Best selling Williams machine of all time: High Speed.



# PLAY TO WIN

Zynaps borrows a hell of a lot from recent coin-op shoot 'em ups — but despite its lack of originality it certainly is a lively blast. Mark Patterson and the Ed got hooked as soon as it arrived. Now we are pleased to present our exclusive blow by blow — screen by screen — guide to this excellent game. Coded by two of Newson's new recruits — John Cumming and Dominic Robinson — we rate it as the best shoot 'em up of '87 — so there.

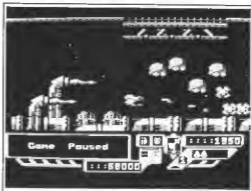
# Zynaps



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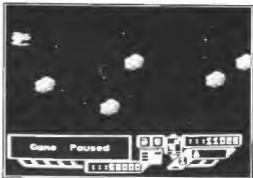
## LEVEL 1

▼ Fly close to ground level to destroy these as they fire haming bullets:



## LEVEL 2

▼ At the section where the asteroids are coming at you it is extremely helpful to have two speeds — any more and the ship will move too fast for careful, tight moves.

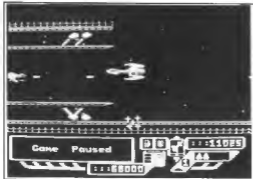


## LEVEL 3



First things first. Don't let any alien get further than the half-way mark on this screen, 'cause when it comes to close range blasting it's almost impossible as platforms get in the way.

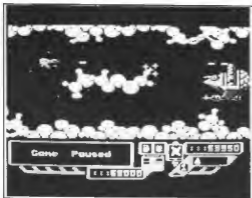
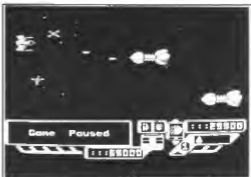
▼ End of level ship calls for a use of tactics. When this one files back you fly forward, and when it comes forward you fly back. This should give you plenty of time to avoid its bullets.



▼ When an attack wave has been destroyed don't always go for the pad if you are fairly far away from it, as more than likely an asteroid will hit you at breakneck speed.



▼ The ships at the end of the level here are not too hard as you have a lot of space to move around in. You have the added bonus that they only move up and down.



◀ The end of chapter guardian can only be described as a Watkman wearing duckbilled platypuss with its brains hanging out of its bum. Also if you keep your ship in the shown position the guardian can't hit you.



# Zynaps

# PLAY TO WIN Zynaps

## LEVEL 4

Dodge the bubbles, shoot the rocks. If you fly over the rocks your almost certain to the up facing a terminal hernia.



## GENERAL TIPS

The natural rule for this game and the others in its class is: if it moves let it eat photon death; if it doesn't move, let it eat photon death anyway. On level 1 try not to move about too much. For the guardian on level three use the seeker missiles (you know, the ones with the sights). The homing missiles are the best on all the levels in the first chapter. Though they are essential on level one. Try not to look at how many men you've got, just keep blasting — you get your extra every 10,000.



▲ That's it. All programmers John Cumming (left) and Dominic Robinson (right) will say is "Keep on the move and build your fire power". Thanks guys — really helpful.

MARK PATTERSON & THE ED.





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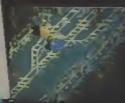
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# Letters

## Weirdo hippy

● Really loved the Zodiac Mindwarp piece. It was, well — totally spaced out. As a sixteen year old grebo hippy I don't find much in the games scene to turn me on these days. Ok, ok. Wizball was totally amazing — but what's happened to Minter. I miss all that Liama business and Sheep in Space.

Just one bummer though. Why all the mentions of football teams. I mean, it's, like, such a violent game

Stay Cool,  
Christine Cawley  
London,



## Nipples

● The obscure picture of a right nipple is the last few issues of CU has spurred me to write this letter of complaint. You know what I'm talking about. The advert for "Game Over" that has appeared in most of the other software mags.

Don't say that the company didn't approach you. Getting an ad in CU is the key to a successful promotion. You didn't print it because you thought it would offend some of the readers. Well, if something as trivial as that can be called offensive by a reader then either the offended reader is a very immature someone who believes that the presence of a right nipple in a computer magazine will turn all its readers into mass rapists or someone who believes that the nipple is "rude" and is of great mystical . . . mystery like the belly button. I support none of these views as I'm not a perv (honest!) and because seeing a nipple isn't really an earth shattering event in my life

Anyway there you have it.

Usually I'm quite an ordinary boring sort of a guy who likes nothing better than to have a tea party on the lawn with my teddies. It's just that I haven't been taking my tablets recently. . . .

J. Rabbit

**We didn't withdraw the Game Over advert. But it has to be said that it was pretty cheap.**

## Grand cock-up

● It is not often that I find myself complaining, even if only to colleagues, about reviews that our products receive in the press. Freedom of opinion is crucial to a healthy industry, etc. etc. In fact, even when a Commodore User review started with the comment "Oh no, not another duffer from Firebird" (the review proved to be broadly favourable), I maintained my usual equanimity. But not this time.

In your published review of *Revs* + (CU July, page 25) your reviewer, one Mike Pattenden, has cocked things up in a major way. The tenor of his review is that, whatever else the game may be, it is, and always has been, unplayable. I would never disagree that *Revs* was difficult (I was useless at it), but for Mike to imagine that we left a lot of the problems untouched when we produced the improved version suggests that he didn't bother to read the instructions. I quote: "In the instructions Firebird boast they have corrected this problem, but you still have to change up and down and throttle using the keyboard" — CU.

"Use joystick up/down to accelerate/brake. Up and Fire to change gears up, otherwise, Fire changes gears down." *Revs* + instructions, page 4

... this is blindingly difficult to steer . . . your (view) of the track is so restricted that you simply can't tell what's coming up and when to change down." CU.

*When To Brake . . . Use markers for brake and gear*

*points. There are three markers at intervals of 100 metres before each bend. . . .* *Revs* + instructions, page 9.

So, after all this, I have to call foul when the summary reads as follows:

" . . . it's still frustratingly unplayable and all the nice packaging . . . can't disguise that. Firebird still can't see the wood from the engine transmission.

The thing that really disappoints me is that such an



## Softspeak update

● I read your Softspeak piece with much jollity and amusement and so decided to do one of my own. Here it is, Softspeak 2 — The Sequel.

Prices to be announced: *The Speccy* version's two quid cheaper.

Available soon: *Don't hold your breath.* System 3 are doing it. *Definitely don't hold your breath.*

It's a Film Tie-in: *Oh dear.*

It's a TV tie-in: *Oh dear, oh dear.*

Screen-shots may vary: *They're from the coin-op.*

Screen-shots from Arcade version: *Our own graphics are woefully abysmal.*

We've got the exclusive rights: *No-one else would touch it.*

Keyboard only: *It's virtually unplayable*

Paddles only: *It's completely unplayable.*

It features aliens: *It's a shoot 'em up.*

It features elves: *It's an adventure.*

It's got a 15 rating: *It'll sell millions despite it being crap.*

error should have come from Commodore User, where there is usually great attention to detail, and a lot of pride taken in the publishing of an excellent magazine.

Tom Watson  
Marketing Manager,  
Firebird

I stand corrected on two points here. My *Revs* review was written from rather poorly photocopied instructions. Nevertheless, whilst I accept there are gaffs in the review, the basic tenet remains the same. *Revs Plus* is still an

astoundingly difficult and unrewarding game to play. You're concentrated on the wrong things again — despite correcting some of the major drawbacks in the original. This view is backed up by other CU reviewers who have played the game. Basically it required a much greater overhaul than it received.

I wrote it the Quill: *I can't use a computer.* It's got 68,000 screens: *It is mind-numbingly tedious.* It's got Lenslok protection: *You'll never be able to play the game.*

It beats every gamer we've tested on it: *We tested it once.*

Jeff Minter's doing it: *It's a shoot 'em up.*

I'm moving on to pastures new: *I've been sacked.*

Epix are working on a secret project: *It's a sports sim.*

It's a disk multi-load: *Aaaaaaargh!*

It's a tape multi-load: *Aaaaaaazaaaaaaargh!!!!!!*

It's 99.5% Hacker proof: *Press run-stop.*

We did a lot of preliminary research: *We looked in the dictionary for a title*

Software for sale: *I am a pirate.*

I am a pirate: *ZXB1 Software for sale:*

I am a pirate defuding myself: *I am a Dragon 32 user.*

Ignore me: *I am an Onic user.*

Laugh at me, then ignore me: *I am a ZX80 user.*

Shoot me: *Simon Kavanagh*

London E9

# Letters

## Sexploitation

I agree with Miss July. Sara Erlington although there's nothing more impressive than the female form (except perhaps *Wizball*! I just . . . ) I agree you don't need 'em to attract readers — a point which I could perhaps make to the perpetrators of the naff adverts for *Barbarian*, *Renegade*, *Game Over* and even *Defender of the Crown!* GRAPHICS SELL GAMES you morons, not sex fantasies. Sure, they caught my eye, but I'm not going to buy the games . . . except perhaps *Defender* 'cause I've seen the screen shots. Wise up, cretins.

Last point, 'computer violence' doesn't breed streetcrime — that's a combination of many causes; lack of conscience mainly — and I don't profess to know how to cure it even if I did enjoy *Death Wish* Nos. 1-3/73! Sprite bashers do all right . . . don't mess with 'em! If I had Kirts I'd give them gametime 'cause I'd know at least they weren't out housebreaking. I'd still keep an eye on them in arcades though, too many dodgy geezers on the loose nowadays.  
*Mick Clitherow*  
*Plymouth*  
**Spot on**

## Sara soap

After reading the letter from Sara Erlington I totally agree with her. Your mag should not be spoilt with naked ladies, there's a time and place for that and it's not inside your fab mag. And tell Sara not to get off her soap box, she should stay there and take the praise (could this be true love — hope so). If Sara wants fun she can have it.

Do I get to have Sara Erlington's address as a pen pal and do I get a CU (Jimmy) T-shirt?

*David Walker*  
*Doncaster*

**We asked Sara and she said absolutely not! What a heartbreaker**



## Banker

I would just like to mention that I'm sick of all these people who write in complaining about how you reply to letters. If these wimps want a whole page of dull intellectual rubbish why don't they write to a bank?

*Fl. Staffs*

## Margate missed!

I thought that your rundown of the best arcades in Great Britain was very well researched and informative, but I must question why you didn't visit Margate? As I live there I go to the arcades quite a lot, and the selection of coin-ups are excellent. I have been to most of the resorts that you reviewed and

rate Margate's arcades the best of the lot. I hope you will do another arcade resorts review and this time include Margate. You will not be disappointed. P.S. The mag gets better every month. Keep it up lads.

*J. Boyce*  
*Margate*  
*Kent*

## S'righton

I feel I must write in to complain about a letter printed in your July issue entitled "Bad Guts".

I suggest that Steve should visit an optician as soon as possible. "Why?" I hear you cry. Well, poor Steve has a problem which I have diagnosed as one of the following: 1. He is either short-sighted or, 2. He couldn't give a monkey's about anyone else except himself.

Has Steve ever left his house in Port Elizabeth and ventured into a nearby township? No! Because if he had he would have seen the conditions that the majority of black people are forced to live in, (Yes, forced). Steve claims the black population is not as oppressed as they are made out to be. Of course they're not oppressed. They are only made to live in separate areas and are given absolutely *CHAP* pay because the South African govt. thinks it would be better for them to live in such squalor.

He says the press and news coverage is exaggerated. The news and press give a clear and accurate picture of what is happening in South Africa, or at least they did until the govt. restricted them. The riots and clashes seen were not exaggerated at all unless it was a special 'news riot performance' — starring; the oppressed blacks and the brutal and tactless police force. He says it is bad news that sells and not good. Well, to me, South Africa is bad news and I

think I speak for many people when I say it would be a nice change, and most people would prefer it, it some good news came out of South Africa, although I personally can't see much hope of this in the near future (unless someone drops a bomb on the govt. buildings.)

The people who know the true facts about South Africa will not be sitting back and laughing, anything but. I suspect you Steve, and people like you, will be though. I realise that Steve can't be held responsible for the pathetic excuse of a government's actions, but the views demonstrated in your letter and previous letters like it make me wonder when the majority of the white population of S.A. is finally going to wake up to what is happening there.

Congrats: to Sara Erlington from Doncaster. Tut — Tut. Gary Scott. Well done C.U. for a great mag. In reply to Ernest. E. Quinch. "S-right!"  
*Nel White*  
*Edinburgh*

**All good points, like, well made. Maybe the ANC could use a thermo nuclear bazooka in their armory?**

## Bored with politics

I refer to a series of letters I have been reading about racism in South Africa. Please, please, stop arguing over peoples rights in different parts of the world. I buy this magazine to read about computer games and what's happening in the computer industry, and I really enjoy reading it. But when you start arguing over blacks and whites I think many readers would agree ITS GONE TOO FAR.

Apart from that the magazine is great stuff to read  
*Andrew Poole*



*Eyemouth, Scotland*

Do you want us to stop what is a healthy debate and drone on about interfaces instead? We don't write the letters (honest) you do.

## Superior

Who pays Ken McMahon's wages, Tynesoft or Commodore User?

On his recommendation my sons went out and bought Tynesoft's *Battlestar* at £7-95 of hard saved pocket money.

My 13-year olds reply to what he thought of it is not printable even in your mag. The ten year old wanted to know if he could get his money back "Rubbish" is what he called it. Games they have played it. The ten year old wanted to know if he could get his money back "Rubbish" is what he called it. Games they have played it. The ten year old wanted to know if he could get his money back "Rubbish" is what he called it. Games they have played it.

Mrs L.A. Winsor  
Ken's reply when he saw this was unprintable! The idea of Ken and Tynesoft being in cahoots is laughable. Did you know the Georgie software house put out a contract on him for his unfavourable reviews!

## Shortest letter

Shortest?

J R Brown  
Leicester  
Nope!

Nice Try O. Machin,  
Rotherham  
Alan Russel  
Hartlepool

Shorter Dave  
Naz,  
Manchester  
Better, but you could all be more brief next time?

Hi-Bye! Done it!!!  
Sam Barber  
Dingwall Scotland  
Oh, no you haven't.

Gordon Houghton,  
Blackburn  
Succinctness itself, well done!  
This correspondence is now closed.

## ACME answer

Eugene Lacey, when reviewing the game *Roadrunner* said "... the first person to write in and tell me what ACME stands for can have my review copy ...". Well here it is Eugene, ACME does not stand for anything, but as a matter of fact it is actually a word meaning the pinnacle of perfection, the best. So Eugene if I'm the first to write in and tell you this, can I have the 64 tape version please!  
Alan Hudsmith  
Billingham, Cleveland No.

In the review of *Road Runner* you asked what ACME meant and the first person to explain what it means gets the review copy of *Road Runner*. Well I know what it means. ACME means 'best quality' e.g. ACME bird seed would mean best quality bird seed. So there you go!

Colophon bags of British brands—4000 grains per hour sealed with time saving Airma-Champion Bag Sifter.



Acme Machine Sifts/bags your corn 47 per cent in packaging materials cost for maize firm.

## Mad Max

Some reviews of games in brill CU are sometimes sad, because how could that stupid zombie called Mark Patterson give excellent *Mad Max* an overall rating of 4!!!

This arcade conversion from Ocean is the best game I've played in a long time, because this one is fun! I've had my C64 for four years now so I ain't a newcomer from a pocket calculator like Spectrum or something like that. And I don't need glasses either!

The music is superb, of course, it's by the master of music Martin G. The gameplay is

## Whittled out

Whilst looking through your mag (the July one), I came across this map of all the arcades in England and Scotland, well almost all of them, because you didn't include one of Britain's best arcades next to Brighton, Blackpool and Great Warmouth.

The one I am talking about is Whitley Bay, why you missed it out I don't know but I'll tell you now it has just as many arcades as all the others.

Here is a list of some of the games we have: *De Luxe Out Run*, *De Luxe Le Mans*, *Hang On*, *Super Hang On*, both *Gauntlets*, *Bubble Bobble*, *Combat School*, *Rolling Thunder*, *Kick 'n' Run*, *World Cup*, *Roadblasters*, *Rastan Sage*, *1943 and Gyror*, *Double Dragon* and *Solomon's Key*. The two arcades I recommend is *Duncan's* and *Fun City*.  
Daniel Broddie  
Whitley Bay  
There you go, folks. Next time you're Whitley Bay way ...

wonderful and as fun as reading a new issue of CU!! The graphics aren't the best on earth but still all right. The FX are better than any other game!! Just how could he call this super game "a downgrade of *Raid Over Moscow*", a game just can't be better!!

Erik Hysin  
Jönköping  
Sweden

You must be easily pleased if all you want out of a conversion is something the quality of *Mad Max*. It is very average.

## Grumpy title

I read Bill Scolding's *Deceptor* review. I'm not really sure if you can call it a review. All the way through it he didn't stop complaining about loading the game, Americans liking everything to be big, and Transformer toys, not to mention the game itself. He didn't even really play the game.

The way that he was talking it sounded as if for the last four nights running his wife had said, "Not tonight, dear, I've got a headache." Also, I thought that the overall mark was taking the "p" s a bit! What really winds me up is that this bloke is being paid to turf out rubbish like this. Could you please give this letter a grumpy title.

Lawrence Rugg  
London, E9  
Americans do like things big. Especially their mistakes.

## Sexy paper

I am from another galaxy whose soul purpose is to have sex with other forms of life. To fulfill my need I have the power to change into different shapes and sizes, and so far, I am the piece of paper that you are now holding, I am already making sexual contact with your fingertips, I know that you are enjoying yourself because of the smile on your face. After you have had enough, please pass me on so that other may fulfill this need and spread the love throughout the Universe.  
Joseph Fletcher  
Harrogate

De-er! Consider this group sex then!

Letters, Commodore User, Priory Court,  
30-32 Farringdon Lane, London EC1R 3AU.

# letters

## Pool info

I have just read your July issue and very much enjoyed reading the section on arcades. I live on the south coast near Bourne-mouth and Poole and I was surprised that you had not visited the arcade on Poole Quay called Quasy Amusements. Here they have many up-to-date machines including two Out Run machines, two Hang On and Enduro Racer machines and many others including Super Sprint, Nemesis, Rampage, Gauntlet and the game that Mike Pattenden has never seen anywhere else, Tokio. Maybe you had not time to visit this particular arcade or had you no idea it was there. *Kieron White Wimbourne Dorset*

It was Nick Kelly who had never seen Tokio anywhere else. But thanks for telling us about Poole. We can't go everywhere!

## Footie

Having read your August mag, I would like to say that I agree with S. Harris, that us public need another decent football game.

I however disagree with the statement about West Ham, because they will do the double this year.

*A West Ham Fan (one of millions).*

More on the way — see us next month.

## Claypluke protests

I must complain about the scurrilous slugging I received in Hotshots last month. I do not think it is fair of you to pick on me. Just because I like compacting sprites doesn't mean I am completely boring. What harm does it do if I write a few scrolling routines to unwind after a hard day's programming.

Furthermore the suggestion that I am behind with my game is completely unfounded since I am about to start it as soon as I've

finished this letter.

Meanwhile the matter is in the hands of my solicitors. *Randy Claypluke Herts*



## Fishy tale

This letter is for all those fish heads that continue to buy rubbish games that have been previewed and warned about. Stop for minnow and take notice of C.U. These rubbish games are not worth a squid. The music is so crab it will give you a haddock and will probably make you hard of herring. Don't be shellfish, don't be crabby. Save your sole and listen to C.U. because I've habibut as much as I can take of fish heads complaining or wasting their money. *G. C. Brooks Norton Canes*

Cod you please make sure this kind of letter never happens again.

## Personality

Congratulations CU on getting personalities to play games in the mag: it's an excellent way of finding something about them and about arcade games.

It was a pity you wasted time on Mark Kelly (any relation?) because Marillion are crap, but the Zodiac Renegade piece was really funny. What a sicko game! What a sicko guy!

I look forward to the next famous person you interview. How about doing Bono or even Madonna? That would be ace! *Ben Cobham Surrey*

Thanks. Nick Kelly is definitely no relation to Marillion's

keyboard player. We'd love to interview Bono and the thought of getting Madonna to play Out Run just has the Ed drooling into his tin tray.

## Conversion

So Ocean reckon that we have to put up with crappy live (plus) year old games if we want the latest coin-ops. OK I don't mind that as long as they take some trouble over them.

I take as my example their effort at Mario Bros, a dated game, but still a great one with loads of levels and brilliant touches. An addictive game is an addictive game — unless Ocean get hold of it. Their 64 conversion bore no resemblance to it at all. My mate's got a Nintendo (one of the first — rich sea %!) and the version of Mario Bros is great. Now don't tell me that all the graphics and levels couldn't be done on a 64, cos it's primitive for an arcade game really.

Come on Ocean if you have to give us these games live, but don't just chuck them out in any old state, that's just taking the mickey out of us the public. *Geoff Saunders Hull*

*N Humberstone*

We couldn't agree with you more. We've no complaints about Ocean converting old games if they make a good job of them. Saddy Mario Bros isn't the only one — Mag Max was pretty naff too — there again Slap Fight was good. It seems you still pays yr money. . . .

## Amiga coin-op drought

Dear CU — I have been most pleased with the recent increase of Amiga game reviews in CU as I was thinking of getting one at Christmas. What worries me though is the lack of good coin-op versions coming out for it. OK, there have been some original releases that I have read

about like *Defender of the Crown*, *The Pawn*, and *Barbarian* — but where are the likes of *Gauntlet*, *Paper Boy*, *Road Runner* and all the other coin-op converts that 64 owners take for granted.

I have my heart set on getting the Amiga because I think it is a marvellous machine and I do believe that eventually Amiga games will wipe the floor with the ST and all the Japanese game machine dross that are getting hyped by the likes of Zap and C&VG right now. So I am not going to change my mind about getting an Amiga — its just that it does get up my nose to see companies churning out conversions of brilliant coin-op games for piddling little machines like the Speccy when they could be working on near perfect conversions for the Amiga.

Anyway, enough moans. I just love CU and keep up the Amiga reviews.

*George 'Slammer' Green Slough Bucks*

More Amiga reviews than ever next month we hope, but we're looking to play some good coin-ops too!

## Boring

Just who does Mike Pattenden think he is, Ken Livingstone or something? Why does everybody else in CU never write his name without putting some stupid comment in (inserted commas between the 'Mika' and the 'Pattenden')?

My guess is that Mike 'My name looks pretty silly with all these nonsensical words in the middle' Pattenden is in fact a frustrated politician, or perhaps, a frustrated footballer. Whatever the problem is, he obviously only gets pleasure from lecturing other people on his own looney beliefs. Come on, CU, most of us readers would far sooner have some C16 game reviews, wouldn't we?

How about some technical features, for instance a comparative article on different joysticks on the market? Now that would be a lot more interesting than all this boring politics. *E. Witter Poole*

Mike was unavailable for comment at the time of going to press — he was in a meeting with Reagan and Garbathe.

Letters, Commodore User, Flory Court, 30-32 Farringdon Lane, London EC1R 3AU.



# MEET IRON MAY MAY



Why is he threatening CU readers with his sword? Reliable sources confirm that he is none other than Bruce Dickinson — famed lead singer with Iron Maiden. Next month CU talks to Bruce about life, rock music, fencing, and Rastan Saga.

## WHO IS THIS MAN?

Compos galore plus reviews of *Ace 2*, *Thundercats* and many more. STUP PRESS. Urgent message from the Ed — we will also be releasing details of our Autumn promotions — with four cover gifts from Nov to Feb. Don't miss next month's issue to find out what they are. And don't miss our stand at the PCW show. Meet the team, play our free coin ops and watch out for some special attractions. See you there.

# MONTHLY

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# INTO THE VALLEY

## KNIGHT ORC

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**K**night Orc is very different from anything you've seen before from Level 9. Their adventure system has been upgraded before, but this time it's been upgraded beyond recognition. So too have their graphics. Gone are the rather rudimentary and meaningless 'representations' replaced by 'digitised' pictures. Amiga owners get the best of the deal here, for there is more colour per pic-

ture on that machine than the others — including the Atari ST.

But it is the mode of play that has changed most dramatically. No longer do you have to make a map, and slavishly follow it move by move to return to a place you have visited earlier. No longer do you have to remember where you dropped an object that you may need later. All that is required is that you know which location you need, or which location you want to reach.

If that makes playing Knight Orc sound dead simple, then forget it! To offset the ease of operation, the adventure is endowed with more than its fair share of independent characters, with minds of their own, who get in your way, grabbing the very item you are looking for, and attack you with re-

lentless determination.

The new commands that make this game so simple to play, are GO TO, and FIND. Type "GO TO CASTLE", and wherever you are, you will be taken there, or as near as possible if there is something obstructing the route. If the drawbridge is up, for example, then you will be halted by it, and forced to solve the problem if you want to cross it.

As you are taken on your journey, each location will be described on the screen as you pass through it. But so also, will any events occurring there. Thus, if you are

**C.U.  
Screen  
Star**

reacting to events and hitting a key. If you do, you will be offered the option of stopping or continuing. After stopping, a quick OOPS will take you back a move or three, and from there you can proceed with more caution.

Similar to the command GO TO, is RUN TO, and in this case, the messages you



You have been tied and hang helplessly below it.

Two captives are desecrated in a variety of styles. Some have white cloths to the top, some of a bright, smouldering orange. Some have their eyes closed, but some have their eyes wide open. The first I find a shadow. It has the look of a man, but it is not human. I can't think of the way where you are being captured. Lowering his voice, he gives out into the full sunlight.

One of the other figures looks you back quickly, jerking his eye. He says, "You're dead, and please don't get a good with his spear, landing at the foot of the mountain." He says, "Hello."

But don't mention the knight!

### ▲ Oil painting — like graphics.

waylaid en-route, and fail to respond, the chances are you could lose all your possessions or even be attacked and killed, before getting there. Although the game is not played in real time, once you press RETURN after a GO TO, the independence of the other characters in the game, make it feel very much like real time.

But time can be frozen by

will get will be the events, without any of the location details to clog the screen.

If you need an object, say a SPEAR, and you are not holding it, then even if you do not 'know' where it is, or which character is carrying it, FIND SPEAR will take you, as in GO TO, to wherever to the spear happens to be, even if someone else is carrying it. More than that — you can

### ▼ A more intelligent kind of adventure.



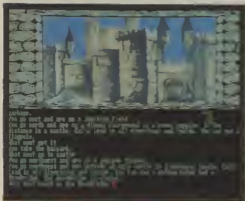
But wait a

moment, please the knight, to the left of the camp, his lance rests upon your shield and you fall backwards, avoiding your hands. The sword near as you fall, however, is not as good as...

One day later, you arrive, surprised and battered, but you must be still alive! First it seems to be night, but you gradually realize that you are trapped.

You are in a loop of a loop, with the other path that shows you after the mountain, but it leads nowhere and returns. You can see a pretty little bit of a mountain, but it is not the same as the one you see in the valley.





▲ The stony edifice of Orc Castle.



**C.U.  
Screen  
Star**

by Keith  
Campbell

command characters to do things for you. DENZYL, FIND SPEAR, GET SPEAR, FIND ME, GIVE SPEAR TO ME, will save you all the time and trouble of doing it yourself, and so you can set off on some other task, content in the knowledge that Denzyl

will eventually catch up with you and present you with the spear.

Of course, it doesn't always work out as easy as that. Ask Denzyl to fetch you some gold, and the chances are he will be set upon by Odin, Boadicea, or one of the other baddies in the game. If he is not killed, he will eventually return, but will probably be empty handed when he does so.

That, broadly, is how it works, and to help you get used to this completely new way of playing an adventure, Part 1 of Knight Orc is designed to give you some practice. You are Grindiguts, a cowardly orc abandoned by his fellows and left tied to a horse, to fight in a joust on their behalf, whilst they make good their getaway. Reaching the bridge across the chasm that leads to Orc Tower, they see the Orc's Head Tavern Ladies Bowling Team after their blood, and not far behind at that. As soon as they are over

the bridge, they demolish it, cutting off the dreaded female task force.

Your objective is to return to the Tower, and to do that, you must make a piece of rope long enough to span the chasm. Thus you are not collecting gold, but are on the lookout for anything long and flexible, like a hawser, a belt, or perhaps a simple piece of cord.

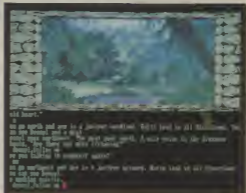
Some of the problems are relatively simple — others are not quite so straightforward.

You must keep all the other characters out of your

**INTO  
THE  
VALLEY**

very useful for play during a single session without having to resort to changing disks or finding a blank tape.

"The Sign Of The Orc" is the novella that takes up



▲ A new departure for Level 9.

hair whilst you get on with the rope job. They wander about all over the place — indeed, one wonders if they have a master plan going on in the background. They seem to have a great determination to recover any possession which you might have "borrowed" from them.

Part 1 must be completed before you can enter either of the other parts. Instead of only being able to command one character, Denzyl, as in the first part, more of them are now at your disposal. Their characteristics are designed to complement your own, and it will be necessary to recruit a few to successfully complete the adventure.

Some of your old friends come through from the first part, but something quite strange happens both to them, and to your whole world, when you remove your newly acquired plastic visor...

As well as an advanced parser, Knight Orc sports an OOPS command which takes you back a number of moves if you make an error of judgement. There is also a RAMSAVE and RAMLOAD,

much of the instruction manual. It gets you in the right frame of mind to take the part of an Orc — greedy, cowardly, and disgusting.

As for the new fangled character interaction it is very cleverly implemented.

Level 9 are to be complemented on a system which effectively bridges the gap between disk and tape technology. They are looking to the future, without dropping their loyal tape fans.

**Ratings (out of 10):**  
 Graphics — 8  
 Playability — 9  
 Puzzledom — 9  
 Overall — 9



**INTO  
THE  
VALLEY**

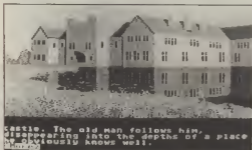
# ENTRO THE VALLEY

## GUILD OF THIEVES

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Rainbird's release of *Magnetic Scrolls' Guild of Thieves* for the Commodore 64, followed, as predicted, closely behind the Amiga version, making an essentially 16-bit

Superb 64 graphics.



castle. The old man follows him, disappearing into the depths of a place he obviously knows well.

Inside the Entrance Hall — a familiar 'swap disk' instruction below.



Entrance Hall  
Please swap your disk



Graphics are nearly as good as the big machine — but oh what a chore.

adventure available for the world's most popular 8-bit machine. Reviewed in the Valley back in May, with comments on the 64 graphics, it is worth having a look at how the game actually performs in 64 format.

With the usual high quality Rainbird packaging, a copy of *What Burglar?* magazine, a Contract of Service certificate for the Kerovna Guild of Removal Operatives, and a couple of other goodies are included along with the adventure itself, which comes on two disks.

The response time is, naturally, a lot longer than on the bigger machines. Typically, you'll have to wait about 30 seconds after pressing RETURN before you can start typing again. When I was carrying three items, DROP ALL took 30 seconds, whilst GET ALL for the same three items, took 12 seconds with the graphics switched off, and 18 seconds with them on. Strange, I thought, for a non-graphical command — but no doubt the program was carrying out all sorts of subtle checks during that extra six seconds! This time delay makes playing an otherwise superb game a bit of a drudge for the impatient.

Moving into a 'graphic' location for the first time (there are 28 of them) with graphics on, often calls for the second disk to be inserted to read in the picture, before play continues back on the first disk. There is a GO TO (Location) command, which, assuming no obstacles are barring

your way, will take you to wherever you want. I did not report on this in May, since although I knew it was to be implemented, it was not built into my pre-production version. When using this on the 64 with graphics ON, every new graphic location passed through calls for its picture, and a number of disk swaps are likely to be involved — even for the occasional cameo. Thankfully, by pressing N at the prompt, instead of any other key, causes the picture to be bypassed, and the disk-swap avoided.

Cameos are implemented as in the 64 *Pewt*. Small mini-representations of the full picture slide in at the top right hand corner of the screen, on second and subsequent entries to a graphics location, when graphics are set to VERBOSE. These tend to be marginally less effective than those on *Pewt*, lacking in colour, and looking rather blockish.

But the full graphics are superb, and better than any other adventure graphics I have ever seen on the 64. Two were printed in the original review without mention — did you notice them? Set you didn't!

But the parser does show some signs of weakness, and this is much more noticeable on the 64 than the Amiga, because of the time penalty if things go wrong. On opening the cupboard, and looking in it, a jarr jar and some rat poison is revealed. GET ALL produces THERE DOESN'T SEEM TO BE ANYTHING THERE. OK — so they are inside something, but that doesn't mean they can't be seen. Two GETs are therefore required, instead of one.

At £19.95, the 64 version of this large disk adventure, is a whole £5.04 cheaper than a certain other brand of epic adventures — and it has pictures too! Still — I can't award it a Screen Star — and that certain other brand (could he mean Infocom? — Ed) did get a CU Super Star award for their *Planetfall* game — even if it was a bit dearer. If you own an Amiga buy Guild, no question. If not, check it yourself first. The disk swapping business is bit of a pain.

GRAPHICS:	8
PLAYABILITY:	7
PUZZLEABILITY:	7
OVERALL:	8



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# INTO THE VALLEY

## RIGEL'S REVENGE

GrA  
Mastertronic/  
Smart Egg  
64/128  
Price: £1.99

You are Harper, landing from a scout ship in a war-torn town, during the Rigellian war. Your dead colleague Elliot is at your feet. Only moments before, he was urging you to go in search of the Doomsday device — a Rigellian weapon which they planned to use to destroy the planet if they lost the war. But before he could tell you how to go about this task, he took his last breath.

The game loads under an animated title screen — and you must keep an eye on it! The events leading up to the beginning of the game are described in text windows during the load — and it is absolutely essential reading if you are to solve the difficult-yet-obvious problem at the very start of the game.

Once that's out of the way, then you're free — or at least as free as you can be faced with booby traps, and with tanks and vicious dogs roaming the street. But perhaps you'll find a way of avoiding them...?

The graphics are more informative and less regular in appearance than the usual variety of one per location, and combine nicely with Smart Egg's own adventure

system to make a really polished adventure.

The text is impeccably written, with a past tense narrative following each command. This may sound rather strange, but it works very well in practice. Smart Egg's parser recognises three words, (it accepts more but throws what it doesn't want away) and the vocabulary, coupled with the alternative combinations provided, makes play very flexible. Solving the problems is without the frustration of searching for the correct words — but you still have to find the solutions!

A number of the problems require a certain amount of lateral thinking, whilst a useful tip for some of the others, is to keep persevering if you seem to be making a bit of headway. A good pull or push on something may help shift it, but sometimes a second application of effort is required!

There are a number of screen effects which add a final polish, taking the whole package way out of the ordinary run of budget adventures, and into the upper levels of 'standard' priced games. Dissolving text, instant windows for footnotes and help messages, and occasional clearing of the screen by scrolling all text off it, makes the display method as superior as the guts of the adventure itself.

Complete with tape plus ramload, although not Qul-

led of Gacked, Riegel's Revenge is a two parter — so you can see there's a lot to it! It is the best budget title I have yet seen — and better than many a 'full-price' adventure, too. At £1.99 you

can't go wrong.

GRAPHICS:	8
PLAYABILITY:	9
PUZZLE ABILITY:	8
OVERALL:	8

## CAMPBELL'S comment

The trouble with tape is that it must be read or written to it in sequence. Once a particular record has passed through the head, the whole tape must be re-wound to retrieve it again. The implication for adventure games on tape, is that the program, plus all the data, must be held simultaneously in memory. On disk, this is not the case, for sections of data can be accessed again and again, at very high speeds.

Thus a disk adventure has much more potential than one on tape. A sort of way round this, is by dividing a game into parts. But once one part of the plot and its locations have been covered, there is no easy way of going back. This constraint limits the structure of the plot itself.

The Commodore 64 was the first really popular machine offering an easily affordable drive. At £300 to plug in it brought really big adventures to many UK home computer owners for the first time. But it is notoriously slow.

Now, with the coming of 16-bit machines, with disk drive as standard, and cassette not supported, I am convinced that adventures are set to take off. To play an Infocom adventure on Amiga is a completely different experience to playing it on a 64. Everything is held in memory, and responses are virtually as quick as it takes to write all the text to the screen. Saving the game position

imprings no more than a mere blip in the game play — no more hanging about while the drive grinds away!

With the recent run of high quality disk adventures of real depth, I feel like a gnomer who has been overeating for the last three months! Hollywood Blitz, Caid of Thieves, Bureaucracy, Subtotal, The Lurking Horror, and now Knight Orc, all coming within a space of six months, have provided a real feast. And there is more to come, with yet another three Infocom titles lined up for the autumn, not to mention Magnetic Scrolls' next — Green Magic.

Being spoiled like this makes the reviewer far more critical of cassette adventures. Well written, they can be just as thrilling as disk adventures, and some are. But with the new lower priced Amiga 16-bit machines soon deemed to replace the old 64's and Spectra, in terms of numbers owned, before long. Then disk adventures will be the order of the day — and cassette producers will, more than ever, have to provide better quality games. With Magnetic Scrolls, Level 9, and Infocom, all geared up to produce an ever-increasing catalogue of titles, to suit all tastes, 'standard priced' adventures that are thin, sloppy, or unoriginal, will not survive.

## NEWS

### PRIME MINISTER GETS THE TREATMENT!

October should see the country's favourite Prime Minister on computer screens in the form of Jim Hacker. Mosaic Publishing plan to launch a computer game based on the BBC comedy hit, Yes Prime Minister. Programmed by Oxford Digital Enterprises, and created from entirely new situations, the game will loosely follow an adventure format, containing also elements

of strategy, and some scrolling graphics.

The launch promises to be an interesting affair, with scriptwriters and real MPs in attendance. Sounds a likely event for a few inimitable comments from Hot Shots Mike Pattenend. Also, the game sounds likely to be an extremely close simulation to the real thing — after all, a computer doesn't have a soul, either!

# VALLEY Rescue

Ragnar Tomquist, our troubled Viking from the fonda, is in trouble again. Firstly, he's in trouble from me — he's playing Leather Codiness in LEWD mode, despite the fact that he's only 17. That is STRICTLY ILLEGAL! Secondly — he's stuck in the game, in his own home, back on earth. Serves him right, I say!

From Norway to Spain, where Xavier Dealbert is facing a riddle in Barcelona. He cannot find an answer in Bard's Tale, which asks: Name the one of cold, forested, twofold. "Can you," he asks?

David Cannon of Newcastle-upon-Tyne does not normally play adventure. In fact he only owns one game. "Your renewal of Necris Dome was wrong!" he writes. Well, if you think that's a good game, David, there's a wealth of adventures out there that will really have you hooked! But now comes the crunch — believe it or not,

David is stuck: "How do you kill the mardrochs, and how do you stop getting sucked in by the anti-palms machines?" he asks. I'm stumped! I got too bored playing the game to bother to find out!

R. Skillen wrote from Workop, seeking ways past the glowing ward in Kentilla. "I have tried all logical ways of getting past..." he says. Look in the clues section, anyone who has been foolish enough to approach this problem in a logical way.

Two specialists are required now — a werewolf expert and a caiscomb explorer! Who knows anything about Curse Of The Werewolf? Ole Hansson of Lund, in Sweden, is cursing his misfortune in being unable to find or make silver in Curse Of The Werewolf. He is convinced he needs silver to bring about the demise of the wolf. How can he come by this, and what

use is the unconscious girl in the dungeon, he asks.

Meanwhile, Nigel Richardson is wandering on the catacombs of Frankenstein, feeling decidedly hypochondriac! He would warmly appreciate any help.

G. Collins of Barnstable is at HQ at Darton. He knows how to get out of the maze, in the Tracer Sencion but he can't find anything inside it!

Ian Coveney of Chiswick, has col-

lected two treasures, and rescued a prisoner. But he can't decide what is left to do from this point on, in Wizard of Akyrs. Who can help?

We started in Norway, and there we will finish, this month! Oyvind Ballyhoo — your help is needed by Geir Nilsen! How do you pass the guard in Ring Of Power? If you can answer that, then you have permission to read Geir's answer to your Ring Of Power problem in the clues section!

## SEE YOU SOON . . . ?

This is the Commodore adventurers' forum where we really do help you if you are stuck! Unlike some other magazines, we make no excuses about being too busy to reply — if you write, you WILL hear from one of us — it is as humanly possible!

If we can't help, we will say so, and then we'll throw it the problem at all the other adventurers who read Valley Rescue. Hopefully, we will be able to print the clue you want a couple of months later, when we've heard from someone who knows the answer.

You may have to wait a little while for your reply, for if we are just coming up to a deadline, then everything has to be dropped to make sure you get your next issue of CUI. And one other thing — we can't hope to answer you if you don't tell us your address! Like John Aking of Liverpool, who wrote asking for help with Falk, but didn't tell us where he lives. Look in the clues section for your answer, John!

If you can't wait for the post, here's a chance to come along and put your

questions to us in person! The Valley Rescue and C+VG Adventure Helpline team will be on hand throughout the PCW Show at Olympia, towards the end of September. Wednesday 23 and Thursday 24 are for trade and press visitors only, whilst the show is open to the general public from Friday 25 to Sunday 27.

Throughout the proceedings, on the stand showing your favourite magazines — Commodore User, Computer + Video Games, and Sinclair User — you will be able to meet the people who answer your letters: Daniel Gilbert, Adrian Bot, Matthew Woodley, and yours truly. (When he's not propping up the bar — Ed.) Guest appearances will be made by Paul Coppess, whose duties as an Adventure Tester with Rambard, will involve him for much of his time on the Rambard stand.

If you haven't a problem to put to us, then come along anyway and introduce yourself. Have a chat about your favourite adventure games, and those you hate! You'll find us on the ground floor, in the National Hall.

### FRANKENSTEIN:

Find ravine in forest maze, and climb the dead pine to avoid the bear. Jump when he is eight feet away.

### BUREAUCRACY:

Weirdo and intercoms require punctitious punctuation!

### STATIONFALL:

If you can't get it out — nip it out!

### THE LURKING HORROR:

Cut the cord and make it slippery!

### KNIGHT ORC:

Open the drawbridges without touching it!

### RING OF POWER:

Rum to pass the pirate; drop the bell to pass the giant.

### HULK:

Press the button once, then become Hulk, to escape the dome!

### CATACOMBS:

To pass the harpy in the statue room, block ears with fluff, and ask Dee to attack it with the sword.

### KENTILLA:

Activate staff by saying SAGAGOD, then hit the ward with it.

### RIGEL'S REVENGE:

Read the intro carefully for the very first problem!

### THE PAWN:

It's the wristband the Guro is laughing at! Strip to cover it!

## NEWS NEWS NEWS

### YET ANOTHER THREE!

It looks like a record year for Infocom releases. Three more titles are scheduled for release by Activision before the end of 1987, bringing the total to seven — more than one every two months.

Beyond Zork will be a departure from the usual Infocom style, combining elements of role-playing with a background of traditional adventure. Written by Brian Moriarty, author of Wiehbring and Trinity, Beyond Zork will feature Infocom's new interface system, with windows to display weapons carried etc. To start with, in his quest for the Coconut of Quedor, the player will be called upon to create his character, in terms of strength, endurance, and other attributes. But 64 owners should not get too

excited about this game — our information is that it will only be available for the Amiga.

Prudent Hearts is the title of an adventure in a more orthodox format, from new storyteller Amy Briggs. With a feminine bias, this will be a drama of suspense and passion set on the high seas in the 17th century — Infocom style!

Nord And Bert Couldn't Make Head or Tail of it sounds like an accidental remark made during the naming ceremony of the third of these new releases. However, that is its title, and it will consist of eight short stories, involving trickery with words. Author is Jeff O'Neil, who wrote Ballyhoo.

Releases are scheduled in six to eight weeks time.

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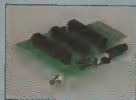


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# TOMMY'S TIPS

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## Key Question

● I own a Commodore 64 and have some queries that I would like your help with. Could you tell me if there is a way in basic to make the keys repeat, like the cursor keys and space bar do?  
*M. Stephens*

To make all the keys repeat type POKE 650,128. To make just the space bar and cursor keys repeat, type POKE 650,0. If you want to stop any keys repeating then POKE 650,64 will do the trick.

---

## Disk Doubts

● I'm writing about a minor problem relating to my 1541C drive. I purchased it a week ago and have found it very easy to use and operate. But, after formatting, creating and saving a program after another program on disk how can I remove the previous program without re-formatting and losing the following program. (Eg, how do you erase a single program or file without having to re-copy the others.) This is done by the 'scratch' command on the C128 but how can I do it in 64 mode? I hope you can understand and solve my problem as you are the only person who I can ask, not to mention, I have a growing number of disks full of unwanted files and programs.  
*P. Mason, Birmingham*

To get rid of an unwanted file in 64 mode you still use the 'scratch' command, but you have to do it by means of the command channel. The syntax of using the command channel is

as follows:  
OPEN 15,8,15,'command'.  
By using this method you can send all sorts of commands to the disk drive, such as initialise, Scratch, Validate, etc. Thus, to delete a file from the disk you type OPEN 15,8,15,'SO:filename'. The S tells the drive you want to scratch a file, the O says it is drive O and 'filename' is the name of the file you want to remove. If you are deleting a lot of files, then it is advisable to do a 'Validate' after you have finished, to re-organise the remaining files into a more efficient grouping. If you don't do this then you may find that the 'blocks used' plus 'blocks free' no longer equals the total number of blocks you started with. This is because the disk space will become fragmented after a number of deletions. To Validate, type OPEN 15,8,15,'VO'. If you are going to do a number of disk commands one after the other then it is more efficient to OPEN the command channel with OPEN 15,8,15, and then give the commands by using PRINT# 15,'command'.

---

## 80 Column Print

● I am writing to ask a question about the printer I have for my Commodore 64. It is an Epson MX-80F/T III and has the COMPRINT interface. The problem is that when it is switched on, and I send a listing to the printer, it prints only 60 characters per line. I tried changing the mode to the transparent mode, but when I listed the program, it printed 80 characters per line OK, but the paper did not move up for each new line. Is there a simple poke to correct this error, or is there something wrong with my printer? Your help is appreciated.  
*Gavin Hamilton, Bearsden, Glasgow*

The problem lies not with the computer,



▲ A cathode-anode-interface, transmogifier with optional sun-roof? A fancy new disk drive? or an antique milking machine? Only Tommy knows. . . .

but with the interface and the printer. You have to remember that the interface will make changes to the information sent to the printer depending on how the interface is set up when it is first powered up. Secondly, the printer has a number of small switches (DIP switches) which do the same thing for the printer on power up. The problem with no line feed (LF) is that the printer is currently set to expect a line feed from the computer. When you list a program, the computer only sends a carriage return (CR), so the listing all occurs on one line. There are two ways round the problem: one is to tell the printer to give a LF after receiving a CR (using the DIP switches — see manual). The other way is to add a secondary address to the OPEN command for the printer which will cause the interface to do the same thing. The latter method is better since you can make the change without having to take the case off the printer. To find out the value of the secondary address, see the COMPRINT manual. The COMPRINT is a very versatile interface and as a result can be a little confusing to set up. The 60 column printing may well be the result of using 'command mode 1', which uses a defined layout. I suggest you read the manual very thoroughly in order to get the best from this interface.

---

## Compass Query

● When I make a program I need to ask the players, 'North, South or East' etc. . . . so could you tell me how to do it please?  
*Paul Airey, Thornaby Cleveland*

The actual method really depends on how sophisticated you want your program to be. However, keeping things simple, all you need to do in this case is to recognise the first letter of the word being input; that way the player can type 'NORTH', 'NOR' or 'N' and still go North. Without knowing how you organise the rest of your program it is difficult to be precise as to what to do after you have recognised the word, but my personal advice would be to have a 'sub-routine' for each location or room in the program and use an ON K GOTO construction. This means that you can enter a room from any valid direction, yet keep the code for what happens in each room entirely



separate. The example program below gives a basic outline, allowing access to a number of locations so that you can travel around the 'map' by typing the required instruction. Happy Adventuring!

```

1 FOR P=1 TO 4:READ L{O}P;
NEXT
2 GOTO 1600
3 DATA "N","S","E","W"
10 PRINT
15 INPU?"NORTH, SOUTH, EAST
OR WEST";A$
20 ANS=0:FOR P=1 TO 4
25 IF LEFT$(A,1)={L{O}P} THEN
ANS=P
30 NEXT P:PRINT
35 IF ANS=0 THEN
PRINT"DUMMY!!":GOTO 10
40 RETURN
50 PRINT"YOU CAN'T GO THAT
WAY, STUPID!"
60 RETURN
1000 PRINT"YOU ARE IN A CELLAR.
THE ONLY"
1010 PRINT"WAY OUT IS NORTH"
GOSUB 10
1030 ON ANS GOTO
1600,1040,1040,1040
1040 GOSUB 50:GOTO 1020
1200 PRINT"YOU ARE IN A SHED.
YOU CAN GO"
1210 PRINT"NORTH OR EAST"
GOSUB 10
1230 ON ANS GOTO
1400,1240,1000,1240
1240 GOSUB 50:GOTO 1220
1400 PRINT"YOU ARE ON A ROAD.
YOU CAN GO"
1410 PRINT"SOUTH OR EAST.
GOSUB 10
1430 ON ANS GOTO
1440,1200,1600,1440
1440 GOSUB 50:GOTO 1420
1600 PRINT"YOU ARE IN A HOUSE.
YOU CAN GO"
1610 PRINT"SOUTH, EAST OR WEST."
GOSUB 10
1630 ON ANS GOTO
1640,1000,1800,1400
1640 GOSUB 50:GOTO 1620
1800 PRINT"YOU ARE IN A GARDEN.
YOU CAN ONLY"
1810 PRINT"GO EAST OR WEST."
GOSUB 10
1830 ON ANS GOTO
1840,1840,1400,1600
1840 GOSUB 50:GOTO 1820
READY
    
```

## Frustrated of Sussex Writes

● I own a Commodore 128 and I am frustrated because I can't use the 80 column screen. Please could you tell me if there is a hardware add on so I can use 80 column on the 1701 monitor?  
 Darren Gould, Crawley, West Sussex

As far as I know there are at least three companies who do adaptors to allow the 1701 monitor (or other compatible video 40-column monitors) to be used with the 80-column RGB output from the 128. However, most of these give monochrome only, although this is perfectly adequate for things like word-processing etc. Trilogic are the only company I know doing a colour adaptor, but it costs a rather hefty £50. They also do an even more expensive model which includes a TV adaptor, and a monochrome version which costs £30. They can be contacted on 0274 684289. Companies doing any a mode adaptor are: Rabtek, who charge £15 and are on 01-847 4457 and Sabre, who charge £10 and can be contacted on 0332 556361.

## User Defined Garbage

● On Tommy's Tips, a few months ago, you helped most of us out with UDG's. (Notice the way I said most!) What I want to know is, how do you make larger graphics move without that 'flicker' which is made by SCNCLR. For example, how do you make a circle come towards you, without that slow movement (a program would be most helpful). Or does this need that awkward, but good M-code. Only one problem with your program on Tommy's Tips that month is that I printed it all in, and what I got was pathetic! Pathetic!

After all that programming (phew!) what I got was letters moving across the screen. Is it me (I typed it all out twice), or is it you? One last point: you've shown us how to define the letter 'A'; how do you know it is 'A'? How do I change it? These three queries are the only questions that rule my life. Please get me out of this dilemma (Shakespeare write-a-like).  
 Paul Hardwick, Plymouth, Devon

I am afraid there is no way in BASIC to move large 'objects' around the screen without flicker, since the time taken to draw the new object and then delete the old object is much longer than the eye's persistence of vision. In these cases m/code is the only answer. Also, in the case of a circle coming 'towards' you I assume you mean that it gets bigger, which involves recalculating the size

each time through the loop. As for the examples in the Tommy Special; firstly they were designed to give you an idea of the techniques, rather than actually be the basis for a games program.

Secondly, you should have seen a jet fighter moving across the screen, not letters. In order to see the proper demo, you must have typed in examples 1, 3, 4 and 5 as a single program. You either haven't changed the char set from ROM to RAM (example 1), or you haven't included example 3 which redefines the char set. The character set is stored in memory in a certain order; the first 8 bytes defining the '0' character, the next 8 bytes defining 'A' and so on. To change any given letter, look up its 'POKE' value in the relevant section at the rear of the manual and then multiply this by 8. Add the number you get to the start of the character definition RAM address and this will give you the address of the first byte of that character. You can then amend the 8 bytes to be whatever you want, using the techniques described in the article. Examine examples 1 and 2 carefully; they give you all the information you need to do it yourself for any given character.

## Missing Sprites

● I have just bought a C64 and I have a problem with the locations for sprites. When you poke a number, example 1. (192 into 2040) the sprite data for sprite No. 1 will be read into location 12288. 2. (198 into 2040) the sprite data will be read into location 12672 what number would you poke into 2040 to read sprite data into location 4096? I would be grateful if you could explain how to work this out.  
 Thank you.  
 David Prince, South Shields, Tyne & Wear

The data to define one sprite requires 63 bytes of RAM, plus one byte for use as a system 'pointer', giving a total of 64 bytes per sprite. Sprite data HAS to be in the same 16 kbytes, the sprite data can reside (in theory anyway) anywhere between 0 and 16383. Since each sprite is 64 bytes long, there are 256 possible start points for any given sprite (64 x 256 = 16384). The value that

goes into the sprite register therefore refers to which of the 256 start points is being used. By using the formula: start-address/64 = pointer, we get 4096/64 = 64, so 64 is the number to POKE into 2040 if sprite 0 data is stored from 4096 to 4159 inclusive. Do note that 4096 is not that far above the normal start of BASIC, so unless you shift the start of BASIC, you won't get much code in before you hit the start of your sprite data. If you want to store sprite data in this area, you would be better raising the start of BASIC and storing your sprites from 2048 to the new start of BASIC. This way you still get a very large BASIC area without any danger of overwriting either your program or your sprite data. Although I said that sprite data can reside anywhere between 0 and 16383 in theory, in practice you must ensure you keep well clear of the first 2048 bytes as these are used by the system and the screen memory. The only exception to this is the cassette buffer, which can hold the data for 3 sprites starting at address 832.

## Amiga Monitored

● I own a C128D with a 1701 monitor. Later this year I hope to upgrade to an Amiga A500, and I was wondering (a) will the Amiga run on the 1701? (b) if not, please could you tell me the price of a 1081. Your help is of great use.  
 Mark Sampson, Kent

The good news is that the Amiga A500 will work with virtually any type of display. It has outputs for composite video, as used by many monitors including the 1701; RGBII, as used by the 1901; and RGBIA which is the output used for the hi-res 1081 Amiga monitor. In addition, there will be an RF modulator available at about £25 which will allow the Amiga 500 to be used with a standard colour TV. All of which means that no matter what sort of display you use with your present Commodore machine, you can safely change to the A500 without having to fork out precious pennies for yet another monitor. Of course, you can't expect quite the same quality in a TV, or even a 1701, as you would get on the 1081, but with the latter costing anything between £350 and £400 I'm sure you can live with that!

● TOMMY'S TIPS

# Hot Shots

By  
Mike Patenden

**A**mazing isn't it? You go on holiday, spend two weeks relaxing, stuffing your face and pouring drink down your throat and come

back feeling in a pretty good mood (despite having your car broken into in Bilbao) only to find that you've been stabbed in the back. Office atmosphere has been tense, bitter acrimony is in the air because Nick Kelly, a man who knows more about pelotas than he does football goes to interview one of the country's top strikers, from one of the country's top teams two days before I return home. What

should I do to repay such dirty double dealing? A Hotshots special prize to the person who suggests the best punishment. But what has been happening in my absence from the country?

Who should burst into the Family Leisure Centre arcade in London's Old Compton Street whilst CU heck Nick 'Material Boy' Kelly and myself grappled with Capcom's Street Fighter than 'that girl' hotly pursued by photographers as she escaped from her own birthday party in Graucho's club. Naturally we kept playing...

● Well probably the major shock is news of a body blow to the software industry. Bruce Everiss, the man nobody quite remembers is back. The ex Imagine, ex, ex etc has returned to work with Code Masters No sooner was his office phone installed than he was dialling Hotshots private number to tell us how good the

company is. "We're selling more games than just about anyone else at the moment apart from Mastertonic," he crowed down the phone. Why do you think budget houses are doing so well? I asked humbly "Because we're better than full price companies, we give better value and more often than not we write better games. The full price games market is dead," he ploughed, on, "Companies like Ocean and US Gold are taking the p\*s out of kids with much of their stuff." So there you have it. The software industry in a nutshell. Welcome back Bruce...

● Who should turn up at the Ed's London penthouse the worst for wear in my absence but Firebird chief Berlie Wright and Sales Manager Sean 'Beefy' Brennan in search of more drink. They rampaged through Edge's record collection but the only thing they could find worthy of play was a 12" copy of Mike Oldfield's Moonlight Shadow. No that's a lie, they put on the Jam and pogoed all over the sofa instead. Would they do that on their own designer furniture...?

● Meanwhile the writs are

dying. Testy simulation company Microprose are screaming because Cascade have released *Pirates on the Barbary Coast* just as their own *Pirates* sim hits the streets. Just what they expect to happen because someone uses the same word in their title I don't know.

● Nice to see Zap crowing because Julian Rignall came top in the *Mega Apocalypse* game testing, what they failed to mention was that he had his arse kicked completely when he met CU's Daniel Gilbert for the Mastertronic arcade challenge. See you at the PCW show finals guys...

● What's going to be the Christmas Number One? No prizes for guessing the favourites by a mile is *Out Run*. However conflicting reports are circulating as to the quality of the 64 version. One set of rumours suggests that work is going badly and US Gold are prepared to ship out a version in any old state as long as it's ready in time. Another has a group of hackers coming into the company's Brun offices with a fab version and getting signed on the spot to do the job. Let's hope the latter version is true...



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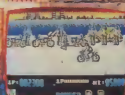
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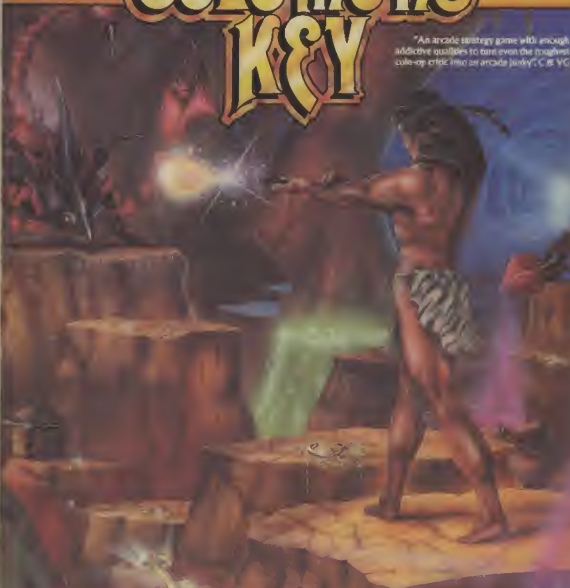
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